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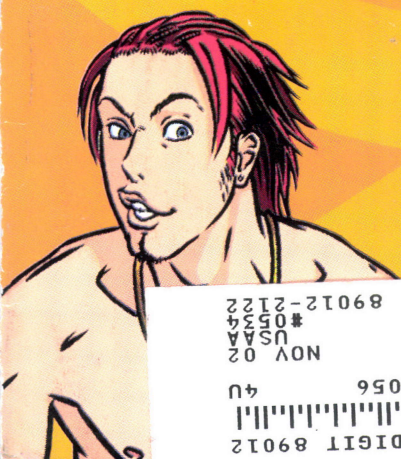

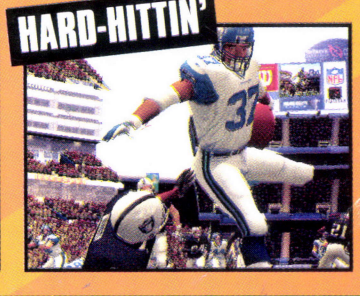

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JULY 2002

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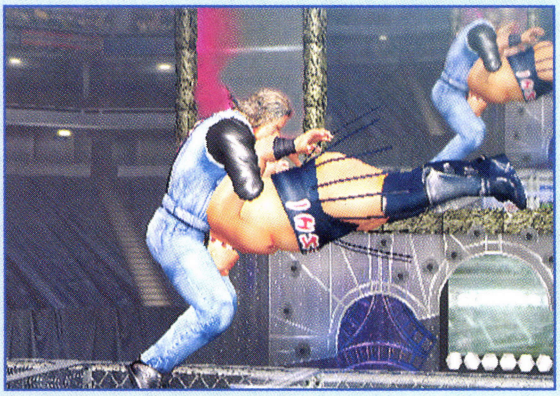

World Series Baseball *is an Xbox exclusive. See how it stacks up against the rest of the competition in next month's Now Playing.*

Don't miss our strategy on the last, great PSone game, Italian Job. We'll show you all the fancy driving moves you need, boy.

Next month we'll serve up a healthy dose of strategy to start your summer right. Never finished *GTA3*? We have package locations. Need help in *Super Mario Advance 2*? We've got you covered. Think strategy spectacular and you've got the idea. We'll also have another (can you get enough?) full blowout on *Kingdom Hearts*. There's been plenty of coverage of this game, but we're taking it a step further. Plus, we'll have the usual assortment of previews, reviews and letters.

PLUS!

- **NFL Fever 2003**
- **Castlevania: Harmony of Dissonance**
- **SOCOM: Navy SEALs**
- **Italian Job**

COMPUTER GAMING WORLD

On Sale June 4

RAVEN SHIELD

Tom Clancy's *Raven Shield*, the next game in the acclaimed Rainbow Six series, is on the way, and *CGW* has the exclusive scoop!

ALSO FEATURED:

- **Dungeon Siege**
- **The Sims Vacation**
- **Star Trek: Elite Force 2**

ELECTRONIC GAMING MONTHLY

On Sale June 4

STUNTMAN

If you've ever had the urge to perform intense driving stunts like the kind you saw in *The French Connection*, *Bullitt* and others, this game is right up your alley.

ALSO FEATURED:

- **E3 Coverage**
- **Virtua Striker**

OFFICIAL U.S. PlayStation MAGAZINE

On Sale June 11

Next month is *OPM*'s "Online Onslaught," where they'll tell you everything you need to know to get your PlayStation 2 online.

ALSO FEATURED:

- **Final Fantasy XI**
- **Everquest**
- **SOCOM**

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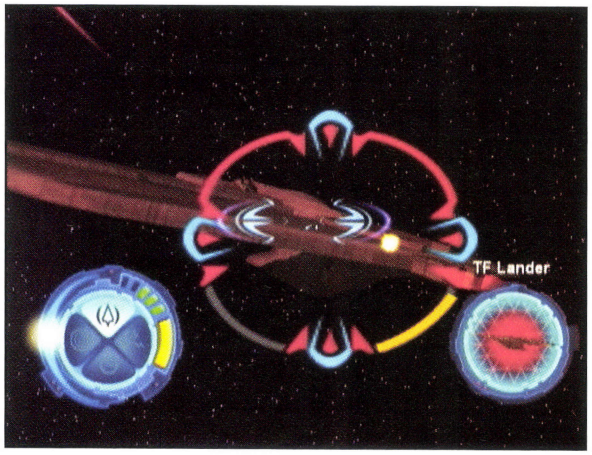
GAMENOW'S LAST-MINUTE LOOK

The best thing about working at GameNOW is being able to play all the video games you can handle—the worst thing, of course, is doing work. Here's a look at the game that's currently ruining our productivity.

JEDI STARFIGHTER

We really liked *Star Wars: Jedi Starfighter* on the PlayStation 2. In fact, a lot of the staff went out and bought personal copies. Now LucasArts goes and adds all sorts of cool extras to the Xbox version. What gives? Guess we'll just have to trade in our PS2 discs to get this puppy when it hits store shelves. Till then, we'll be fighting over the single review copy that we just received in the office.

Upon first look, it's clear that this version runs more smoothly than the PS2 release did. There wasn't enough time before deadline to look at the bonus Coruscant level, but we're totally looking forward to checking that out.



What would a Star Wars game be without elaborate space battles? This is a much sharper looking game than the first Xbox *Starfighter* game was.

The game's many earth textures look great on the Xbox, especially when they're flying by at a blazing 60 frames per second. Gotta love Microsoft!

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1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks" P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziffdavis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by June 20, 2002. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue.

2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive one (1) GameShark. Grand Prize has an approximate retail value of $109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about July 1, 2002. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.

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6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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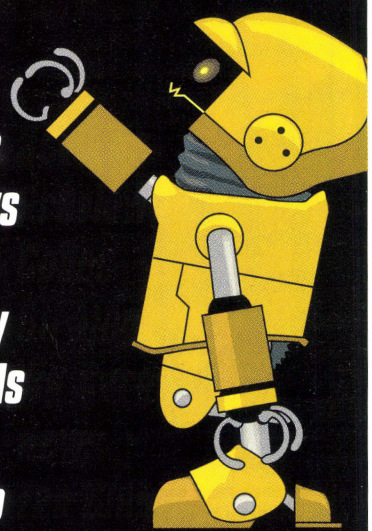
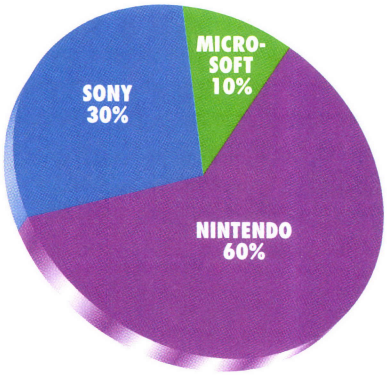


OPINION POLL

Who's your favorite game designer: Shigeru Miyamoto, Yu Suzuki or Hideo Kojima?

Be sure to vote for your favorite on the *GameNOW* message boards at www.gamers.com!

"Who will have the best lineup at E3 this year: Microsoft, Nintendo or Sony?" - last month's topic



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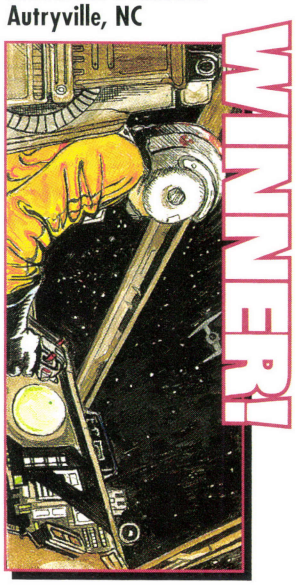

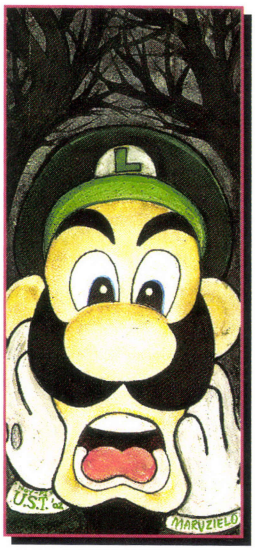

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DAN LEAHY
EDITOR IN CHIEF
Writing this month's feature story really took it out of poor Dan. He reminded us at a recent meeting that he wants more of the "In Chief" part of the job and less of the editor thing. Got it?

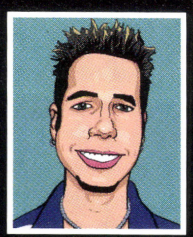
JUSTYN HARKIN
MANAGING EDITOR
Justyn recently suffered the supreme indignity of having the manager of the local grocery store accuse him of having forged his corporate credit card. Maybe it's time for a shave and a haircut...

PHIL THEOBALD
REVIEWS EDITOR
...TWO BITS! Sorry 'bout that, folks. Justyn set up the old "shave and a haircut" bit, and poor Phil can never resist it. Even if it means exposing himself to the evil Christopher Lloyd and his Dip.

ETHAN EINHORN
PREVIEWS EDITOR
Playing Resident Evil every evening quickly took its toll on Ethan; he started to look like a zombie during the daytime. Lucky for him, Manzo doesn't keep his grenade launcher in the office.

CAREY WISE
SENIOR ART DIRECTOR
After playing several hours of Jet Set Radio Future; Carey decided to put down the controller and head to the streets on his blades. Thrashin' and grindin' "Carey-style" might mean the end of him.

DAVE MALEC
ASSOC. ART DIRECTOR
Dave was recently reunited with the source of the moniker which he bares. His pistols are still smoking from his last run-in with that low-down, good for nuthin' vermin, Mad Dog McCree.



MARK MANZO
ASSOC. ART DIRECTOR
It finally happened: Manzo impaled someone on his spikey hair. Was it some freakish accident? Maybe. Maybe not. Manzo just smiled and muttered, "Stick around, Bennett."

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GAMERDEX

We discovered many types of gamers out in the wild. Which one are you?

DDR FREAK

Mainstream System(s) of Choice:
PSone that can play import games
Hardcore System(s) of Choice:
Dreamcast
Habitat:
Bemani-friendly arcade
Greatest Ally:
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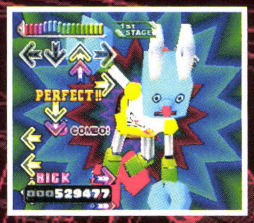
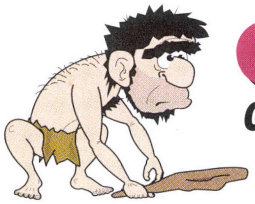
Mating Call:
"Ai yai yai, I'm your little butterfly."
Diet:
Anything from the mall's food court
Fondest Memory:
Scoring a double gold in SSR
Evolves Into:
Social Gamer
Dreaming of:
A home version of DDR that allows you to use your own songs
Rarity:
Rare



The DDR Freak was discovered by Anthony "UglyJuggalo." The DDR Freak loves jumping around like a goon at his local arcade.

FIND 'EM ALL!!

Have you discovered a new type of gamer? Are you it? Send us your picture and a description of the gamer—if it's the first of its kind, we'll enter it into our Gamerdex for posterity. Send all entries to game_now@ziffdavis.com with the subject line, "Gamerdex."



GAMING EVOLUTION

Games and characters that endured time

ToeJam & Earl (1991-Present)

IN THE BEGINNING
ToeJam & Earl (1991)
This innovative game wowed everyone with its great graphics, fun sound effects, hilarious sense of humor and terrifically fun two-player mode. It's still one of the more popular Genesis games.

GROWING PAINS
ToeJam & Earl:
Panic on Funkotron (1993)
The sequel to ToeJam & Earl *moved away from the isometric viewpoint and became a relatively standard side-scroller. Many fans were disappointed by the change.*

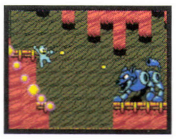
CURRENT SUCCESS
ToeJam & Earl III (2002)
After far-too-long, ToeJam and Earl return. This new game brings the series back to its roots, but really shows how much of a difference a decade can make as far as graphics goes.

MOST EMBARRASSING MOMENTS
Ready, Aim, Tomatoes! (1992) *and* Wacky Worlds (1994)
Although ToeJam and Earl starred in two popular Genesis games, they also had cameo appearances in a few others. Ready, Aim, Tomatoes! *was one of six uninspired games that came packed in with the Menacer, the Genesis' failed light gun accessory. The duo also made a very small guest appearance in* Wacky Worlds, *an—ugh—educational title that nobody played.*

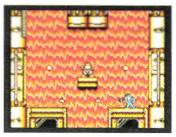
TOP TEN MEGA MAN GAMES

The little blue guy's 15 years old now. Here's the best of his games.

1 MEGA MAN 2—NES
The leap in quality from the original *Mega Man* game to its sequel was astounding. This was the game that turned Mega Man into the star he is today.

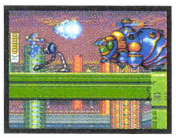


2 MEGA MAN 3—NES
Coming in a close second to *Mega Man 2* is this game. It not only introduced Mega Man's slide move, but also the characters Rush and Protoman.

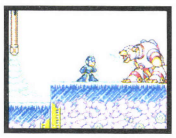


3 MEGA MAN 8—SATURN/PS
After years of 8- and 16-bit titles, Mega Man finally appears on a 32-bit system. Both versions are fantastic, but the Saturn version is slightly better.

4 MEGA MAN X—SNES
Mega Man X marked the blue bomber's first appearance on a 16-bit machine. This game is far more serious in tone than past games, making it a fan favorite.



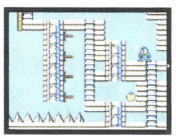
5 MEGA MAN 7—SNES
After a couple *X* games on the SNES, Capcom returned to Mega Man's roots with this gorgeous game that introduced the world to Mega Man's rival, Bass.



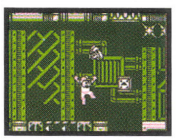
6 ROCKMAN & FORTE—SUPER FAMICOM (SNES)
This import game looked and played much like *MM8*, except that you could play as Bass (Forte).

7 MEGA MAN: THE WILY WARS—GENESIS
Sadly, this compilation of *Mega Man 1-3* was only available on the Sega Channel or as an import.

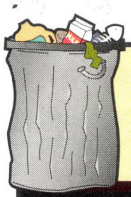
8 MEGA MAN—NES
The original still holds up today. Sure, it's not the prettiest game in the series, but the music still rocks and the level design is fantastic. It's way-tough, too.



9 MEGA MAN V—GAME BOY
The Game Boy Mega Man games are all great, but *Mega Man V*, with its brand-new bosses and Super Game Boy support really stands out above the rest.



10 MEGA MAN LEGENDS 2-PS
A controversial choice to be sure, but *Legends 2* is a surprising good (and flat-out fun) 3D action/adventure game.



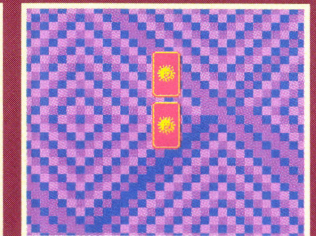
CRAP FROM THE PAST

Old games that stink it up!

TABOO: THE SIXTH SENSE (NES)—1988

Rare, the company behind such great games as *Perfect Dark* and *GoldenEye 007*, probably didn't want us remembering one of its earlier works, the NES tarot card simulator, *Taboo: The Sixth Sense*.

Well, Rare, how could we forget the torment that this game brought us? First we enter our name, birthday and gender into *Taboo*, then we ask the game a simple question. After sitting through a seizure-inducing card shuffling sequence and waiting way too long for the cards to be dealt, we are shown multiple tarot cards with vague, pseudo-mystical comments about life, romance, fortune and stuff like that. Once this elaborate process is complete, we realize that *Taboo* hasn't even come close to answering our question. We don't need our Nintendo telling us how to live our lives, anyway.



HOT or NOT

GameNOW tells you what to like

■ LORD OF THE RINGS: SPECIAL EDITION DVD
Four Discs? An R rating? Four hours of footage? We'll take it, thanks.

■ BLADE 2
Wesley Snipes tops himself in this terrific action-horror flick.

■ KINGDOM HEARTS
We're all over this cool Japanese import... Square + Disney = cool!

■ JASON X
Yeah, the movie sucked, but so what? It's Jason, he's back, and that's good enough for us.

■ SONY GOING ONLINE
Oh boy, we can't wait to slay our pals in a little *Twisted Metal Black: Online*. Let the damage begin!

■ SEASON 2 SIMPSONS AND BUFFY DVDS
Fox is giving us all the goods.

■ A BEAUTIFUL MIND
The Academy chose this over *Lord of the Rings* for best picture of 2002? What gives? Ron Howard sucks!

■ BABY BOB
You see, it's about a baby who talks like a man. And the baby's dad is Elliot Gould, who's an idiot.

■ SCOOBY-DOO THE MOVIE
Hanna-Barbara's mutt looks more like an alien life form than a dog. He needs Elliot's help, not Shaggy's.

■ CELINE DION
She said she wouldn't record another album. We trusted her. Near, far...stop right there, thank you.

■ JARED FROM SUBWAY
Sure, he just got a wife, but if Subway ever unstaples Jared's stomach, it's back to Fatsville for you, tubby. Put that in your Food Diary!

least you didn't sell all of your systems.

HIRE THIS GUY

Dear GameNOW,

I'm surprised that you guys haven't tried to do something to stop the complaining about that *FF8* screen shot. If I were you, I'd insert a fold-out poster of that very shot and put all the complaint letters that you've ever gotten about it on the back. I mean, come on! If they don't like the shot, they should just ignore it. You put up with too much ignorant crap, anyway.

Shawn Wear
Beverly, MA

Shawn, that is, without question, the best idea that we've ever heard. Seriously, you should be running this magazine. We're not sure if we'll ever see the FF8 picture poster, but rest assured that we are going to do everything that we can to make that a reality.

VIRTUA BITER?

Dear GameNOW,

I was very disappointed by your review for *Virtua Fighter 4*. I felt Mark Manzo knew nothing about the Virtua Fighter series and therefore should not have been the reviewer for that game. A prime example of his lack of information is when he said that *VF4* blatantly "borrows" its backgrounds from *DOA3*. But how can this be when the Japanese arcade version of *Virtua Fighter 4* was released on August 1, 2001 and *DOA3* wasn't released until November 9, 2001 on the Xbox?

I know you will most likely respond with a standard "we support our reviewers," but could you at least show this e-mail to him so that during his next review he will actually do his research?

Jeremy Smedziuk
xiaoki@inetplus.net

Bravo, Jeremy, you make a valid point about the release dates of VF4 and DOA 3. We took Mark in the back room and flogged him mercilessly (we've been wanting to for a while, anyway).

But as for Mark not knowing his stuff or doing his research, what are you talking about? He was the one who researched all of the moves, codes, merchandise and strategy in the entire VF4 spread to show VF4 fans like you some love. And why are you so disappointed? Mark didn't give VF4 an F, he gave it a B. You know, as in, "Be a good fanboy and try a real fighting game on for size, like Way of the Warrior."

LEGENDARY TROUBLE

Dear GameNOW,

I am a hardcore Final Fantasy fan, but I'm having some trouble in *Final Fantasy X*. Can you guys tell me where to find Auron's Rusty Sword? I want to make his Legendary Weapon, but I'm stuck.

Manuel Macias
vmmacias@cs.com

Look for the seemingly useless blade to the southeast of Youjimbo's Cave north of the Calm Lands. To unlock its true potential, take it to the altar in the Mushroom Rock area to turn it into his Ultimate Weapon.

GLARING OMISSION

Dear GameNOW,

Perhaps it's the chronic drunkenness, or maybe it's the blinding glare from the super-reflective screens that's addled your poor little minds, but it would appear that you somehow neglected to declare any "Game of the Year" honors for GBA games. What's up with that?

D. Cuthill
zombieisland@hotmail.com

We only had one "Game of the Year," which was Final Fantasy X. That game was chosen as the best game to have come out on any system. It's not that we don't like GBA titles, it's just that there can only be one "Game of the Year."

XBOX SHENMUE 2

I love *Shenmue* (on Dreamcast), and I heard that the second one is coming out for the Xbox. Should I get an Xbox for it, or should I just import the U.K. Dreamcast version?

Taylor
sniperwolf6889@msn.com

We haven't heard anything about the Xbox version since last year. It'll probably make it to the system eventually, but if you're impatient, ordering the European version is a good idea. You'll need the inexpensive DCX conversion disc to play it, though, so keep that in mind.

OUTRAGEOUS OUTTAKES

Some Wacky Garble That's Being Said...

"I think I'll just stand over here while you twirl your log. - ***Phil Theobald to a wood-toting enemy in Onimusha 2.***"

"So that's a duck, right? - ***An extremely confused Ethan Einhorn, looking at a duck sitting mere feet from him.***"

"I know people are crazy about games, but not this crazy. - ***A Frenchman, stunned at the lengths Ethan will go to in order to get a top-loading NES.***"

"Mary-Kate will be 16 in only two months. Oh yeah, Ashley too. - ***Kenneth "Slim" Miller on his favorite Olsen twin.***"

GAMENOW MESSAGE BOARDS

Search This Board »

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RE: MANZO = HOTTIE?

rinoawannabe
Posted On: 4/14/02

Does anyone agree with me that Mark Manzo's a hottie? Well...? I am so weird. Mark's gotta fan gal.

Reply to This Message

KregAaron
Posted On: 4/14/02

Haven't noticed.

Reply to This Message

Shadow_Wolf
Posted On: 4/14/02

I wish girls thought I was a hottie.

Reply to This Message

SlimX
Posted On: 4/15/02

Manzo is a renegade cop that plays by his own rules. He gets all the chicks.

Reply to This Message

Taggerung
Posted On: 4/15/02

E-G-A-D!!! You people scare me.

Reply to This Message

RE: GAMENOW HAS NO GOATS

jonbadly
Posted On: 4/13/02

The May issue of GameNOW has no goats. Why? It needs goats. Put the goats in the mag.

Reply to This Message

LETTERS

Rants n' RAVES

WHAT YOU LIKE AND WHAT YOU DON'T

Dear GameNOW,

When I first beat Metal Gear Solid 2, *I was depressed. Raiden was a joke. MGS2 would have been the best bleep! game ever if you could have played with Snake the whole way through. When I picked up the April 2002 issue of* GameNOW, *I was bleep! excited to read what it had to say about Snake being accessible throughout the whole game in* Metal Gear Solid X. *Then I noticed that it was the April issue..*

Yeah, real bleep! funny. If that was your idea of a joke I hope you die at an early age because of it. Use your bleep! little jokes on bleep! games like Star Wars and all the rest that fall in the bleep! category, but don't bleep! with the games that have had parts in paving the road into the future for all that is cool (gaming wise). If Solid Snake were real, I would sleep with a smile on my face dreaming of him snapping the necks of those bleep! who thought it would be funny to make a joke out of one of the coolest games ever.

Ryan M
Montesano, WA

Dear GameNOW,

I don't like Kingdom Hearts *said Sam I Am, don't like it on PS2, I don't like it with Alice, I don't like it with Tarzan nor Hades, Selphie, Phil, Tidus or the Queen of Hearts.*

Just from lookin' at this mess (and yes, I have a Disney bias), this game, (although the game design seems to be there) just looks like one big advertisement, like Croc was from Life-Savers. BAMBI as one of the announced summons is NOT helping, either.

Ryan M
Montesano, WA

they've been in the Xbox. The company says that the scratches are can be caused by the discs spinning inside the system, improper disc placement on the Xbox's tray or by the sliding tray itself. Although Microsoft claims that the tiny scratches don't affect the games, it has agreed to replace any defective hardware or damaged discs. Check out www.xbox.com for details.

ROGER ROGER

Dear GameNOW,

What's up with ol' Droney and his walker in your *Star Wars: Jedi Starfighter* review in *GameNOW* #7? LOL—I think he could go for some early retirement.

Dean Sykes
ph33rm3@hotmail.com

That feeble old Battle Droid stars in one of the many humorous outtakes in* Star Wars: Jedi Starfighter. *Once you beat the game and unlock this hidden movie, you can watch that clip and several other hilarious* Starfighter *"bloopers."

SORRY, BUDDY

Dear GameNOW,

I would like to express my deep appreciation for *GameNOW*'s preview of *Metal Gear Solid X*. It single-handedly convinced me to sell my PS2 and GameCube to buy an Xbox. The game looks great! I hope it comes out in April as was outlined in the article.

John D
tdabu@earthlink.net

Wow. You sold your PS2 and GameCube? Just to play as Snake in* Metal Gear Solid X? *Wow. Um... gotcha.

NO 401(K)s IN THE IMPERIAL ARMY? *We don't know how this crotchety old Battle Droid managed to work this long, but more power to it.*

SHEN LONG LIVES

Dear GameNOW,

When I first read your *Metal Gear Solid X* article, I was so hurt and angry that I was ready to head out and destroy every Xbox I could get my hands on. When I saw that the timer in the Revolver Ocelot fight read, "04: 01: 02" (April 1, 2002), though, my tears turned to laughter. "Shen Long, I've been had," I said, with a grin. Brilliant, guys. Simply brilliant.

Ben Salazar
zep_97@yahoo.com

Thank you very much. We're glad that you enjoyed our little April Fool's joke. And hey, you may have been had, but at

FAN CHALLENGE

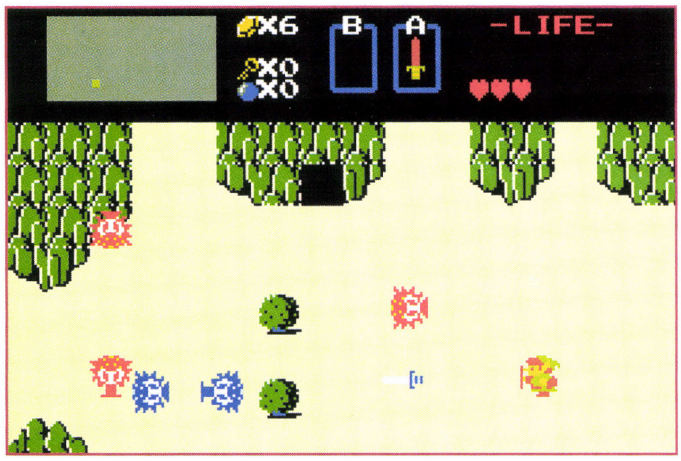
We set the task, you waste time trying to do it. Sweet.

The new version of *Resident Evil* has 10—count 'em—10 big endings to see. It's gonna take a lot of work and a lot of spilled zombie innards to see them all. Use our comprehensive guide in this issue if you need help beating the game.

CHALLENGE Get all the endings

Different endings occur depending on how you interact with the game's secondary characters.

It looks like Chris and Jill made it out alive. But what about Barry and Rebecca? Can you save them, too?



THE 1980'S WILL NEVER GO SOUR *Sure, these new Xbox and GameCube games are incredible, but sometimes it's just nice to go back and replay the classics. If you can find a sweet deal on a NES like Terry did, don't pass it up.*

HQWVLT. I just wanted to know if you guys could shed any light on that subject.

Name Withheld
Joker482@aol.com

Yeah, here's some light—it's time to stop playing Judge Dredd for the Sega Genesis. Why are you still playing that horrible old game based on a horrible Sylvester Stallone movie when you could be playing a horrible new game based on a horrible Sylvester Stallone movie? We suggest Driven.

NES COLLECTOR

Dear GameNOW,
I recently purchased a NES and 25 games from a friend for $50. The games include *Final Fantasy* and the first and second Zelda games. Am I getting a good deal?

Terry Ho
Address Withheld

Good lord, yes! That's a great deal. Granted, the Zelda games are pretty common, and Final Fantasy isn't particularly rare, but you still got your money's worth. Many used video game shops sell the NES by itself for $50. The Zelda games are worth about $10-$15 each and Final Fantasy is worth around $30. Even with those three games, you got a great deal. The remaining 22 games are just icing on a sweet, sweet cake.

CRAP-TACULAR

Dear GameNOW,
I've noticed that while you guys give crappy reviews, you are really good at flaming people who write about the dumbest things. Why don't you publish letters that are actually interesting to read? Maybe if you spent less time bashing everybody and more time on writing reviews, people would actually play good games, like *Mega Man X6*. And by the way, the original *Final Fantasy* was not better than *FF7*! What kind of Pocky were you eating when you wrote that?

Dave Radford
dnd3000@hotmail.com

We're confused. It sounds like you think that our reviews are crappy because we dislike the crappy games that you seem to like (Mega Man X6, for instance). That doesn't make our reviews crappy—that means that you have crappy taste in games (thinking that FF7 is better than FF1 is proof of that). And for the record, we like all kinds of Pocky here at GameNOW.

X SCRATCH FEVER

Dear GameNOW,
Is there a design flaw in the Xbox that makes it scratch games?

Kyle Blake
mykillerdomane@aol.com

Microsoft has received complaints in both the U.S. and Japan about small scratches appearing on discs after

Odd Ball Letter of the Month

Hey, it's me, the one who sent the Street Fighter fan fiction. I don't care what you guys say—Street Fighter is good for the soul, and if it's got anything to do with Street Fighter (exception: the horrible Van Damme movie), it's good. That game was tight, do you know if it exists?

I have mastered the art of the Hadoken. I can successfully shoot a ball of low energy ki out of my hand and cause pain to those I wish to harm. I have indeed mastered the art of the Hadoken! Ha ha ha! I use it to fight crime. HADOKEN TO YOU, ETHAN—that'll show you not to give bad scores to good games (*cough* Pikmin *cough*)!

Dan Leahy, I will demolish you at Madden, then I will Shoryuken your team! Phil, your MegaMan Blaster is no match for my mighty SHINKUU HADOKEN! Bring back Slim! Then I can challenge him to a fight to the death in Shotokan combat! Farewell precarious GameNOW editors, for you have not seen the last of the Amazing Bagman?

The Amazing Bagman
looney2012@aol.com

We'll never admit that Street Fighter fan fiction is good for the soul... even under the threat of Hadokens to the head! We think your letter proves that too much SF can be a bad thing.

LETTERS

INSTANT MESSAGE

KAOHU14 WRITES:

Yo, I was wondering what number to call about my lost issues. I renewed my subscription in February, but I haven't gotten the March, April and May issues. What gives?

SEND

We get this question all the time. Unfortunately, us lowly writers have absolutely zero control over that sort of thing. If you need help with subscription matters, call our Subscription Service Number at (303) 665-8930 or visit their web site at http://service.gamenowmag.com. We print their info in the back of every issue (on the Next Month page), so you'll always have it.

ANIMEFREEKK WRITES:

Do you know if any of the Beatmania games will be able to play on U.S. PSone/PS2?

SEND

Sorry, Animefreekk, unless Konami decides to surprise us all, we won't be playing and Beatmania games in the U.S. Heck, we should be glad that we're getting to play Dance Dance Revolution at home. If you want to live out your DJ-ing dreams, you'll just have to import the Beatmania games or head out to one of the few arcades that have this hip-hoppin' game.

MATTMOGOO WRITES:

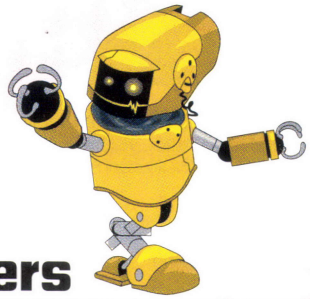
Is this one of the editors of *GamePro*?

SEND

Uh...yeah. Yeah, this is one of the editors of GamePro. In fact, this is Johnny GamePro. Did I mention that we hate all of our readers? We do. You should stop subscribing to GamePro and buy GameNOW.

FAN CLUB

Rants and Raves, Opinion Polls, Fan Letters



WELCOME TO THE CLUB!

Everyone loves the *GameNOW* Fan Club, and this month, we've made it even better! Check out our *GameNOW* Message Board section, where we print some of the wacky conversations from our message board. Join the fun at www.gamers.com.

Rants n' Raves p102 | Hot or Not p104 | Gamerdex p105

POTTY MOUTH

Dear GameNOW,

You know, your magazine—no, you guys—got a lot of problems. What I'm referring to is the list of the best Final Fantasy games you had your in April issue. It's shameful to see *FF5* and *FF9* in front of *FF7* and *FF8*. First off, you say the story got bad at the end for *FF7*. How? It was good all the way! If you want to talk about stories, *FF9* had a great story, but it only really got interesting after CD 2. I played *FF5* and the story and other elements were OK. Repeat: OK. *FF8* and *FF7* were above that. So you guys are sniffin' something? Maybe there's a reason why your magazine isn't at the top of the gaming list and the only place to find it is in Payless Shoe stores.

Larry Yadao
surfacing_01@yahoo.com

At GameNOW, we think that giving readers like Larry a forum to express themselves is a lot like giving a toddler his very first pair of big-boy pants: Sure, he's bound to mess all over himself at first, but eventually he'll learn to control his impulses and put the crap where it belongs.

DREDD LOCKED

Dear GameNOW,

I never managed to beat the *Judge Dredd* game for the Sega Genesis. I get stuck at the end of the "Invasion by Gila Munja" level when you have to fight that mutant lion thing. If it helps, the password to the level is

DRIVEN TO MEDIOCRITY *Yo, Adrian! There's been plenty of bad Sly Stallone games (*Judge Dredd, Cliffhanger, *etc.), but* Driven*'s the latest.*

LETTER OF THE MONTH

IT'S A LITTLE KNOWN FACT...

I noticed some brutal spelling errors in the latest issue of your magazine (*GN*#07) ! In your mini strategy for *High Heat 2003*, your advice is to "take a lot of pitches early in the game and try to see what patters the pitcher falls into." Patters? Quite frankly, any pitcher that patters during a game should be using baby wipes.

Second, on p. 63 of the same issue you give a fine preview of the game-to-be based on *LoTR*. The previewer seems to be knowledgeable and well versed in the lore of that legendary storyteller, J.R.R. Tolkien. That's right, TOLKIEN, not Tolkein. Tolkien was an author; Tolkein sounds like a fetid-smelling German beer. Furthermore, the second volume of Tolkien's epic is called *The Two Towers*—not "The TWIN Towers." The Twin Towers were, until recently, a monument to the grandiose dream that is my home town of New York City. So don't be mixin' those up, yo! (By the way, that last sentence was completely error-free. And if you gonna argue wit me, you can be swimmin' wit da fishes on da bottom of da Hudson, kapish?)

But my dear *GameNow* editors, I do not write to you merely to criticize your fine publication, but to help rectify it! I realize that with deadlines to meet, new games to play and Pizza Hut to call, you must be pretty well occupied without having to worry about petty nuisances like spelling and grammar. Therefore, I offer you my services. Yes indeed, this is your lucky day. I offer to edit your editing, correct your corrections, and revise your revisions. If hired, I would amend all your atrocious grammatical errors. I would reform your appalling spelling mishaps. I would feed all the hungry children. But really now my dear *GameNOW* hombres, don't you agree you need another editor?

Isaac Greenberg
College Student and new Gamenow Engloosh Expert

The proper Italian verb for "understand" is "capire." It is conjugated in the following manner: I - "capisco"; you (familiar) - "capisci"; you (formal) - "capisce"; and the slang way that we're used to hearing it - "capische." It's not, as you say, "kapish."

ing), press and hold L-Shift+R-Shift+Down+Right. While holding these buttons, press B. All of the tune-ups in Quick Race, Time Attack and Practice mode will be open.

MARIO KART: SUPER CIRCUIT

Unlock Tracks

For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original Mario Kart on SNES. These tracks aren't available from the start; you have to unlock them. To access the Extra Cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the Extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.

MONSTERS INC.

Level Passwords

Level 2
SJBOGS
Level 3
MKB2Z7
Level 4
VPB97I
Level 5
LLCOBK
Level 6
8PW2DY
Level 7
NQWOJF
Level 8
WRC9SQ
Level 9
3RC!94
Level 10
XRDZB1
Level 11
YRX2DQ
Level 12
3NX2JX
Level 13
LTD!SK
Level 14
ZTFZD8
Level 15
BYY2NL
Level 16
M2F9S7
Level 17
LYGOBO
Level 18
1FZ2CJ
Level 19
F2Z2FM
Level 20
F2Z2KR
Level 21
PNG!TL
Level 22
WRG!!C

NFL BLITZ 20-02

Unlimited Turbo

From the main menu screen, choose Exhibition. Pick your team and choose the opposing team as well. After you do this, press L-Shift, L-Shift, L-Shift, L-Shift, B, B, B, A, A, R-Shift. You will hear a sound to confirm correct code entry. Now your players will have infinite turbo throughout the game.

PITFALL: THE MAYAN ADVENTURE

Level Select

On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, SELECT. The "Level Select" will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose.

Debug

To move your character anywhere on the current level screen, press and hold the SELECT button. While holding it, move the D-pad in any direction and your character will go there—being invulnerable all the while.

Infinite Continues

Use up all three of your lives in the first level. When the "Continue" screen appears, press B, B, B. The counter will change to "9" and stop counting down. This will give you an unlimited amount of continues.

99 Weapons

On the title screen, enter L-Shift, SELECT, A, SELECT, R-Shift, A, L-Shift, Select. The Level Select will appear in the middle of the screen. Hold SELECT and press L-Shift or R-Shift to switch levels and press START or B to begin on the level you chose. While playing, hold SELECT and press B. You will get 99 boomerangs and sling stones.

READY 2 RUMBLE BOXING: ROUND 2

Button Codes

Enter the following codes from the main menu screen. You'll hear a cheering sound if entered correctly.

Rumble Man
Left, Left, Right, Left, Right, Right, Left, Right, Left, L-Shift+R-Shift.

Shaquille O'Neal
Highlight Survival and press Left, Left, Left, Left, Right, Right, Left, Left, Right, L-Shift+R-Shift.

Michael Jackson
Highlight Arcade and press Left, Left, Right, Right, Left, Right, L-Shift+R-Shift.

SPIDER-MAN: MYSTERIO'S MENACE

Amazing Passwords

W7HV1
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open.
W7HZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor.
W70ZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open.
080ZG
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open,Web Compressor, Chemcorp Open, Left Wrist Container.
Z787K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Museum Open.
ZV87K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container.
ZV7Z2
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit.
ZV3Z0
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit.
HV37K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open.
JV37H
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt.
JV310
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit.
JV31
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt, Symbiote Suit. Mysterio Defeated.

TONY HAWK'S PRO SKATER 2

Button Codes

Enter the following tricks from the main menu screen. You will hear a sound and the wheel will spin around when you enter these codes correctly.

Cheats Opened
Hold the R-Shift button and press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left. Now access the Options and the Cheats option will be available.

Smiley Face Blood
Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down.

No Blood
Gold the R-Shift button and press B, Left, Up, Down, Left, START, START.

Constant Zoom In and Out
Hold the R-Shift button and press Left, A, START, A, Right, START, Right, Up, START.

Unlock Spider-Man
Hold the R-Shift button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes).

Level Select
Hold the R-Shift button and press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down.

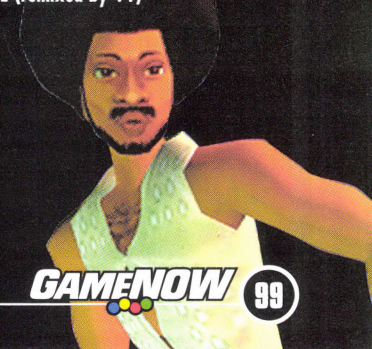
Level Select and Lotsa Money
Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left, Left.

DANCE DANCE REVOLUTION KONAMIX

Although there are a very impressive 32 songs available in DDR Konamix, there are also 20 more songs to unlock. Every time you complete five songs, a new one opens up. Here's all the hidden songs, so you know what to expect.

HIDDEN SONGS

- **CAN'T STOP FALLIN' IN LOVE**
  NAOKI
- **ORION.78 (AMEURO-MIX)**
  RE-VENGE
- **ABSOLUTE**
  dj.TAKA
- **SUPER STAR**
  D.J. RICH featuring Tail Bros.
- **PARANOIA REBIRTH**
  190'
- **HOLIC**
  TaQ
- **DO IT RIGHT**
  SOTA featuring Ebony Fay
- **GENOM SCREAMS**
  L.E.D. LIGHT
- **DIVE**
  BeforU
- **LA SEÑORITA VIRTUAL**
  2MB
- **LET THE BEAT HIT 'EM! (CLASSIC R&B STYLE)**
  Stone Bros.
- **MATSURI JAPAN**
  RE-VENGE
- **DROP OUT**
  NW260
- **ERA (NOSTALMIX)**
  TaQ
- **TRIP MACHINE (LUV MIX)**
  2MB
- **R3**
  tiger YAMATO
- **LEADING CYBER**
  dj.TAKA
- **HEALING VISION**
  DE-SIRE
- **DXY!**
  TaQ
- **AM-3P (303 BASS MIX)**
  KTz (remixed by V1)



XBOX

Rick Humphrey
Sasha Soares
Scott Brewer
Cheryl King
Tom Renedo
Traci Hultzapple
Ken Patterson

Extra Tracks

Boca Chica
Finish first in the points in the Road Course Challenge.

Devil's Canyon
Finish first in the points in the Short Track Challenge.

Cocoa Beach
Finish first in the points in the Superspeedway Shootout.

Albuquerque
Finish first in the points in the Full Season.

Bonus Drivers
Every time you successfully complete season mode two bonus drivers are unlocked. Complete season mode eight times to unlock all drivers.

Championship FMV
Successfully complete season mode 1 thru 8 times to unlock a championship win video that corresponds to that number of wins.

UFC TAPOUT

Unlockable Characters

Bruce Buffer
Win UFC mode with all characters.

John McCarthy
Win UFC mode with Bruce Buffer.

Mario Yamasaki
Win UFC mode with John McCarthy.

The Cat
Win four consecutive matches in Arcade mode.

Femme Fatale
Win eight consecutive matches in Arcade mode.

Ice-T
Win 16 consecutive matches in Arcade mode.

Mask
Win 27 consecutive matches in Arcade mode.

WWF SMACKDOWN!: JUST BRING IT

Play As Fred Durst
Choose Slobberknock Match. Then pick the Undertaker. Eliminate 15 opponents before the 10-minute timer expires. This will then unlock the Limp Bizkit front man himself. Who would have thought that he could wrestle?!

GAME BOY ADVANCE

ALIENATORS: EVOLUTION CONTINUES

Level Passwords
Enter these level passwords to jump ahead in the game.

Level 2
MDKMZKCC
Level 3
BHSZSKTC
Level 4
ZKTSHKMC
Level 5
JLPFDKHB
Level 6
HMDBRKCB
Level 7
GLDKLKZB
Level 8
GLPKLKRB
Level 9
GLDJBKKF
Level 10
GLPJBKFF
Level 11
GLDKBKZF
Level 12
GLPKBKRF

CASTLEVANIA: CIRCLE OF THE MOON

(Note: This trick was done on a pre-production version of the game and is subject to change.) From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.

Magician Mode
Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

Fighter Mode
Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

Shooter Mode
Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper-left hand corner.

Thief Mode
Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

DOOM GBA

Button Codes
To get any of the following cheats, you have to first pause the game. Next, hold down the Left and Right-Shoulder buttons simultaneously, then (while still holding down L+R) enter the button code as shown.

Advance Levels
A, B, A, A, B, B, A, A (You will advance about five levels), depending on the current level.

All Weapons, Items, Keys
A, B, B, A, A, A, A, A.

Radiation Suit
B, B, A, A, A, A, A, A.

Invincibility
B, B, B, A, A, A, A, A.

God Mode
A, A, B, A, A, A, A, A.

Computer Map
B, A, A, A, A, A, A, A.

Advance Levels
A, B, A, A, B, B, A, A (You will advance about five levels, depending on the current level).

Berserk Mode
B, A, B, A, A, A, A, A.

EARTHWORM JIM

Level Skip
Press START to pause during the game, then press Right, R-Shift, B, A, L-Shift, L-Shift, A, R-Shift. You will see the Earthworm Jim head say "Groovy" if the code was entered correctly.

Level Select
Press START to pause during the game, then enter the following commands to skip to the specific levels as shown.

What the Heck?
SELECT, R-Shift, B, Down, L-Shift, B.

Down the Tubes
Up, L-Shift, Down, A, R-Shift, A.

Snot a Problem
R-Shift, Up, SELECT, L-Shift, R-Shift, Left.

Level 5
R-Shift, L-Shift, A, B, B, A, L-Shift, R-Shift.

For Pete's Sake
Right, Left, R-Shift, L-Shift, A, R-Shift.

Buttville
L-Shift, A, Up, R-Shift, A, R-Shift, A, SELECT.

ECKS VS. SEVER

Ecks Level Passwords

Level 2
EXTREM
Level 3
EXCITE
Level 4
EXCAVATE
Level 5
EXCALIBUR
Level 6
EXTORT
Level 7
EXPIRE
Level 8
EXACT
Level 9
EXHALE
Level 10
EXHUME
Level 11
EXONERATE
Level 12
EXPEL

Sever Level Passwords

Level 2
SEVERE
Level 3
SURVIVE
Level 4
SAVANT
Level 5
SUFFER
Level 6
SULPHER
Level 7
SERVE
Level 8
SEETHE
Level 9
SEVERAL
Level 10
SEVERANCE
Level 11
SAVAGE
Level 12
SACROSANCT

E.T. THE EXTRA-TERRESTRIAL

Level Passwords
First, access the "Password" option located at the bottom of the main menu.

Level 2
Up, Up, A, Down, Down, B, L-Shoulder, R-Shoulder.
Level 3
Left, Up, Right, Down, L-Shoulder, A, R, B.
Level 4
A, Left, B, Right, L-Shoulder, Up, R-Shoulder, Down.
Level 5
L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder, A, Up, B, Left.

FINAL FIGHT ONE

Unlocking Secrets
On the Mode Select screen, highlight and access the Options screen. Move down, highlight "Exit" and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to unlock each secret.

50
Alpha Guy
200
9 Lives
500
Alpha Cody
800
Stage Select
1,300
Color Change
2,000
Rapid Punch

After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select screen and either highlight Guy and press Left, or highlight Haggar and press Right. To initiate 9 Lives, Stage Select, etc., you must go to the Options screen, highlight "Next" and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.

GT ADVANCE

All Cars Available
On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Up+Left. While holding these buttons, press B. All of the cars in Quick Race, Time Attack and Practice mode will open.

Every Track Open
On the title screen (where "Press Start Button" is flashing), press and hold L-Shift+R-Shift+Up+Right. While holding these buttons, press B. All of the tracks in Quick Race, Time Attack and Practice mode will open.

All Tune-Ups Available
On the title screen (where "Press Start Button" is flash-

Ground Fog
2, 3, 2, Dwon.
Extra Plays for Offense
3, 3, 3, Down.
No CPU Assists (both have players have to agree)
0, 1, 2, Down.
Smart CPU Teamates
3, 1, 4, Down.
Tourney Mode in 2-player Game
1, 1, 1, Down.
Chrome Ball
0, 3, 0, Down.
Brew Dawgs
4, 3, 2, Down.
Neo Tokyo
3, 4, 4, Down.

NHL 2001

From the main menu, access "Game Settings." On this menu, access "Rosters." From this screen, choose "Create Player." Next, enter the first and last names of the players as shown below for various results. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense
Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name.

Superstar Forward
Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

Superstar Goalie
Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

SSX

Button Codes
On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything
Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.)
All Attribute Points
Circle, Circle, Circle, Circle, Circle, X, Triangle, Square.
Crazy Runners
Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win.
Unlimited Hints
Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

STAR WARS: STARFIGHTER

Password Codes
On the main menu, access the options, then go to "Code Setup" to enter the following passwords.
Unlock All Levels
OVERSEER (This will give you everything except the bonus multiplayer missions).
Bonus Multiplayer Missions
ANDREW
Secret Ship for Bonus Missions
BLUESNF
Disable Cockpit Display
NOHUD
Ship and Cast Pics
HEROES
Pre-production Art
PLANETS
Pictures of Simon
SIMON
Development Team Pics
TEAM
View Credits
CREDITS
Invincible Mode
MINIME
Jar Jar Mode
JARJAR (This will reverse your ship's controls.)
Director Mode
DIRECTOR (This will give you alternate camera angles in the game. Press SELECT for the views and R1 for zoom.)
Christmas FMV
WOZ (This brings you a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

TIGER WOODS PGA TOUR 2002

Unlock the Pros
Beat the following golfers in Tiger Challenge to unlock each of them.
Justin Leonard
Solita Lopez
Colin Montgomery
Kellie Newman
Jesper Parnevik
Vijay Singh
Moa "Big Mo" Ta'a Vatu
Melvin "Yosh" Tanigawa
Erika "Ice" von Severin
Super Tiger Woods
Cedric "Ace" Andrews
Stuart Appleby
Notah Begay III
Brad Faxon
Jim Furyk
Lee Janzen

Trophies and Cash
Long Distance Drive and $1000
350+ yard drive.
Long Putt Plus and $1000
Sink a 55+ foot putt.
Fairway Challenge and $2500
Hit all fairways in a round.
GIR Challenge and $2500
Hit all greens in regulation.
Pin Seeker and $5000
Hit the pin.
Aces Wild and $25,000
A hole in one.
One Time and $2,500
Reach a par 5 green in one.
Low Round and $10,000
Shoot under 60 in a round.
Birdie Streak and $10,000
Six birdies in a row.
Birdie Buster and $25,000
12+ birdies in a row.
Back-to-Back and $50,000
Two Eagles in a row.
Top of the Tournaments and $150,000
1st Place in all tournaments.
Eagle Extravaganza and $50,000
Four eagles in a round.
Scenario Challenge and $150,000
Complete all scenarios.
Tiger Challenge Completion and $250,000
Complete the Tiger Challenge.
Eagle Hunt and $1,000,000
Eagle every par 5 in the game.

TONY HAWK'S PRO SKATER 3

Backdoor Codes
Go to the main menu and select the options. Go to Cheats and enter the code BACKDOOR. You will hear sound indicating if you've entered it correctly. Now start a new game and pause once gameplay has started. There will be a new option between called Cheats available. Select it to open a cheat menu which allows you to toggle on or off a bunch of cool cheats. To turn a code on or off, hit the X Button.

TWISTED METAL: BLACK

Button Codes
In the middle of the game, press and hold L1+L2+R1+R2. Keep holding this button combination down and enter one of the following codes. Make sure you have the control settings on "Classic" before entering these tricks. The trick you just entered will appear on the screen if done correctly.
Invulnerability
Up, Down, Left, Right, Right, Left, Down, Up.
God Mode
Up, X, Left, Circle.
Killer Weapons
X, X, Up.
Mega Guns
X, X, Triangle.
Weapons for Health
Triangle, X, Square, Circle.
New View for Weapons
In the game, press Right+SELECT to get a different look for your weapon icons.

VIRTUA FIGHTER 4

Created Character Tricks
The following tricks can only be done with a "created character." To create a character, choose "Data Files" from the main menu and pick "New Player." From the New Player menu, create an "AI" file and then save.
VF1 Models
In order to get character models styled after the first Virtua Fighter game, have a created fighter reach at least the first "Dan" ranking. Next, select that fighter, then hold Punch and Kick until the match begins.
Classic Victory Poses
Have a created fighter reach the second "Dan" rank. Hold Punch, Kick and Guard during the replay after winning.
Classic Victory Poses, Part 2
Have a created fighter reach third Dan rank. Hold Punch + Kick during the replay after winning to see another classic victory pose.
Bonus Stages for VS. Mode
Unlock the following bonus stages by reaching the corresponding rank level with a created character.
Training Stage 1
First Dan ranking
Training Stage 2
Fifth Dan rank
Training Stage 3
Monarch rank
Play as Dural in VS. Mode
Defeat Dural in Kumite mode with a created fighter.

PS2

HALF-LIFE

Let's face it: the hero of* Half-Life *ain't exactly a tough guy. Lacking the sheer strength of, say, Duke Nukem, what's a geeky scientist supposed to do in a jam? Use a cheat sheet, of course!

FIRST AND LAST BOSS BATTLES

• TENTACLE MONSTER
Because he responds to blasts by slithering back into his hole, we can understand how you might think that you could simply take this bad boy out with grenades. You probably shouldn't bother wasting your ammo, though, because when you first come across him, he's totally invincible. The only way to knock him out is to hit three buttons located throughout the compound. Those buttons are labled "FUEL," "OXYGEN" and "POWER." Once you've nailed 'em all, hit the big flashing button in the control room, and the tentacled bully will be blasted to smithereens.

• NIHILANTH
Good luck taking this punk out without using cheat codes. Even with Invincibility turned on, he's nightmarishly tough and super cheap. If you have a lot of patience, though, here's what you do:
1. Knock out the three crystals at the top of the chamber. If you don't, he'll continually regenerate his health points.
2. Blast at his body like there's no tomorrow, artfully dodging his ultra-irratating "transportation" attacks. Eventually, Nihilanth's head will open up, exposing a big, nasty brain.
3. Using the bounce pads at the highest level of the chamber, unload everything else you have into his brain cavity. After what seems like hours, Nihilanth will finally collapse.

XBOX

NASCAR Heat 2002

Enter these codes at the main menu screen. When entered properly the options on the screen will scroll off to the left anfd then back in to view.

Hardcore Realism Mode
Up, Down, Left, Right, White, Up, Down.

High Suspension
Up, Down, Left, Right, White, Left, Right.

Mini Cars
Up, Down, Left, Right, White, Down, Up.

Wire Frame Cars
Up, Down, Left, Right, White, Right, Left.

View Credits
Up, Down, Left, Right, White, Left(2).

Race as Richard Petty
Successfully complete all heat challenges with a bronze or higher rating to unlock Richard Petty.

NASCAR THUNDER 20002

Driver codes

Enter any of the following Fantasy Driver names at the create a driver screen to unlock them in Career Mode.

Joey Joulwan
Michelle Emser
Audrey Clark
Dave Alpern
Benny Persons
Troi Hayes
Buster Auton
Chuck Spicer
Crissy Hillworth
Daryl Wolfe
Dave Nichols
Diane Grubb
Jim Hannigan
Dick Paysor
Josh Neelon
Katrina Goode
Kristi Jones
Mandy Misiak
Rick Edwards

Continued on pg. 98

MAX PAYNE

Button Codes

Pause the game at any point, then enter any of the following codes.

Invulnerability
L1, L1, L2, L2, R1, R1, R2, R2 (NOTE: invulnerability doesn't always stay on. Watch your health after an auto save).

All Weapons, Full Ammo and 8 Painkillers
L1, L2, R1, R2, Triangle, Circle, X, Square.

Unlock Every Level
To unlock all levels, play through subway A1 then return to the main menu via soft reset (hold START and hit SELECT). Enter the following button combination Up, Down, Left, Right, Up, Left, Down, Circle. This will open all levels and chapters. You can choose anyone of them in the load levels selection. choose continue and load away.

METAL GEAR SOLID 2: S.O.L (TRIAL EDITION)

In the Metal Gear Solid 2 demo that comes with Zone of the Enders, you can do some things to make your experience more interesting. Just refer to these tidbits as shown.

Full View of Bridge
On the title screen, use the Right Analog Stick to move the screen for full panoramic view of the George Washington Bridge.

CODEC Fun
When you're in CODEC mode, you can move the heads of Otacon and Snake with the Analog Sticks. Also, hold the L2 and R2 buttons and move the Analog Sticks up and down to get a zoom effect on the faces.

Adult Humor
These tidbits have to do with the posters that you'll find in the locker room. Open up either of the two lockers with the model posters on them and stand with your back toward one of them. Now press the Circle button and knock in the middle the poster. You will alert the guards! Another thing you can do is to have Snake face the poster and press R1 for first person mode. While holding R1, press the SELECT button and then press Circle to call Otacon. Snake will look like he's having too much fun and Otacon will scold him for it.

NASCAR HEAT 2002

Throw Tires
On the main screen, choose the Single Race and then choose your driver and track. When the Race Day screen appears, press Up, Down, Left, Right, R1, Up, Up. You will automatically be taken to the race. During the race, press Up on the D-pad to launch a tire at the cars in front of you. There's no telling what kind of havoc you'll cause once you have this code enabled!

Clean Replay Screen
On the main menu, press Up, Down, Left, Right, R1, Down, Up. When you are watching a replay of your laps, press the Circle button for a clean screen, with no boxes or text.

Hardcore Realism
On the main screen, press Up, Down, Left, Right, R1, Up, Down. Choose the Single Race and then choose your driver and track. When the Race Day screen appears, access the Setup option. Go to the Realism setting and scroll over until you see "Hardcore."

NBA INSIDE DRIVE 2002

Various Cheats
Enter the following codes at the options menu.

Red, White and Blue Basketball
OLDSCHOOL1
WNBA Ball Activated
GOTGAME
Chicago Skyline Court
WINDYCITY
Soccer Ball
HOOLIGAN
Infinite Turbo
CARDIOMAN

NBA STREET

Button Codes
On the "Enter Cheats" screen, change the four basketballs into other symbols by pressing the buttons the number of times shown, and then press Down on the D-pad. For example, 4,1,3,2, Down would be Square four times, Triangle one time, Circle three times, X two times and then Down on the D-pad.

Summertime Joe "The Show"
1,0,0,1, Down.
Athletic Joe "The Show"
1,2,0,1, Down.
Springtime Joe "The Show"
1,1,0,1, Down.
Player Names
0,1,2,3, Down.
Less Gamebreakers
1,3,4,2, Down.
More Gamebreakers
1,4,3,2, Down.
No Gamebreakers
1,4,4,2, Down.
No Dunks
3,0,1,2, Down.
Mega Dunking
3,0,1,0, Down.
Explosive Rims
1,2,4,0, Down.
No HUD Display
1,4,1,2, Down.
Casual Uniforms
1,1,0,0, Down.
Authentic Uniforms
0,0,1,1, Down.
Unlimited Turbo
2,0,3,0, Down.
Harder Distance Shots
2,2,3,0, Down.
No Juice
1,4,4,3, Down.
No Auto Replays
1,2,1,1, Down.
Captain Quicks
3,0,2,1, Down.
NuFX Ball
0,1,3,0, Down.
Beach Ball
0,1,1,2, Down.
Volleyball
0,1,1,4, Down.
EA Big Ball
0,1,4,0, Down.
ABA Ball
0,1,1,0, Down.
Medicine Ball
0,1,1,3, Down.
WNBA Ball
0,1,2,0, Down.
Soccer Ball
0,2,1,0, Down.
No Cheats
1,1,1,1, Down.

NFL BLITZ 20-02

Passwords
Earn new skins for your team by entering the following character names and pin numbers in the exhibition mode. (Note: Names are entered separately from pin numbers.)

Cowboys
COWBOY 1996
Indians
INDIAN 1992
Silver Robots
ROBOTS 1970
Red Robots
RobotR 1974
Clowns
CLOWN 1974
Dolphins
DOLPHIN 1972
Fat Players
RBL-DBN 9669
Vikings
VIKING 1977
Bears
BEAR 1985
Eagles
EAGLE 1981
Horses
HORSE 1999
Lions
LION 1963
Pinto
PINTO 1966
Pirates
PIRATE 2001
Rams
RAM 2000
Tigers
TIGER 1977
Clown
MADISON 1220
Deer
DEER 1997

Versus Screen Codes

See Further (both players have to agree)
0, 2, 1, Right.
Big Heads
2, 0, 0, Right.
Huge Heads
1, 4, 5, Left.
Team Big Heads
2, 0, 3, Right.
Always Receiver
2, 2, 2, Right.
Rain
5, 5, 5, Right.
Clear
1, 2, 3, Right.
Hidden Audibles
3, 4, 0, Right.
Team Midway
2, 5, 3, Right.
Crunch Mode
4, 0, 3, Right.
Armageddon
5, 4, 3, Right.
Rollos
2, 5, 4, Up.
No Fumbles (both players have to agree)
5, 2, 3, Down.
No Target on Receiver
3, 2, 1, Down.

Battle Site
X: 42 Y: 57
Mi'ihen Abovewater Ruins
X: 34 Y: 58

Al Bhed Primer Locations

If you haven't found all the primers, here are all of the locations. Each one represents one letter of the alphabet to be translated.

Al Bhed Primer I
On the deck of the Al Bhed salvage ship.
Al Bhed Primer II
Besaid village Crusaders headquarters.
Al Bhed Primer III
Transport ship from Besaid to Kilika in the power room.
Al Bhed Primer IV
Kilika bar.
Al Bhed Primer V
Trasport ship from Kilika to Luca in the control room.
Al Bhed Primer VI
Luca stadium underground floor B.
Al Bhed Primer VII
Luca viewing room, on the counter.
Al Bhed Primer VIII
Mi'ihen road, a gift from Rin.
Al Bhed Primer IX
Mi'ihen road at the new road north.
Al Bhed Primer X
Mushroom Rock road, Cliff area.
Al Bhed Primer XI
Djose Road.
Al Bhed Primer XII
Moonflow, North shore.
Al Bhed Primer XIII
Guadosalam found in a room on the far left.
Al Bhed Primer XIV
Thunder plains as a gift from Rin.
Al Bhed Primer XV
Macalania Forest on the road to the lake.
Al Bhed Primer XVI
Macalania Lake in front of the inn.
Al Bhed Primer XVII
Sanubia Desert central portion left side.
Al Bhed Primer XVIII
Sanubia Desert central portion right side.
Al Bhed Primer XIX
Al Bhed city of Home.
Al Bhed Primer XX
Al Bhed city of Home, residential area.
Al Bhed Primer XXI
Al Bhed city of Home, road area.
Al Bhed Primer XXII
Bevelle Temple.
Al Bhed Primer XXIII
Calm Lands, Northwest area.
Al Bhed Primer XXIV
Remiem Temple.
Al Bhed Primer XXV
Cave under the mountain.
Al Bhed Primer XVI
Omega ruins.

Cactuar Locations

There are total 9 Cactuar that can be found all around the world.

First Cactuar
Oasis Near the first Save point.
Second Cactuar
Sanubia Desert (East) In the alcove to the east, north of the tent with the save point.
Third Cactuar
Sanubia Desert (West). Search the sign near the Cactuar rock that says “20% off&#8221.
Fourth Cactuar
Sanubia Desert (Central). Near the ruins to the west, look for two Cactuars running around the desert.
Fifth Cactuar
Sanubia Desert (East). Near the save point under the tent.
Sixth Cactuar
Sanubia Desert (West). Trapped in the treasure chest in the far west.
Seventh Cactuar
Sanubia Desert (Central). Inside one of the sand whirlpools. You must exit and re-enter the area.
Eight Cactuar
Oasis Teleport back to the airship and go on the outside deck.
Ninth Cactuar
Sanubia Desert Return to the Cactuar statue and the last one automatically appears behind you.

GRAND THEFT AUTO 3

Button Codes

Enter these codes at any time while playing your game.

Clear Weather
L1, L2, R1, R2, R2, R1, L2, Triangle.
Foggy Weather
L1, L2, R1, R2, R2, R1, L2, X.
Cloudy Weather
L1, L2, R1, R2, R2, R1, L2, Square.
Rainy Weather
L1, L2, R1, R2, R2, R1, L2, Circle.
Faster Clock
Circle, Circle, Circle, Square, Square, Square, Square, Square, L1, Triangle, Circle, Triangle.
Tank Unlocked
Circle, Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle.
Lower Wanted Level
R2, R2, L1, R2, Up, Down, Up, Down, Up, Down.
Higher Wanted Level
R2, R2, L1, R2, Left, Right, Left, Right, Left, Right.
Great Handling Car
R1, L1, R2, L1, Left, R1, R1, Triangle.
Pedestrians Fight Each Other
Down, Up, Left, Up, X, R1, R2, L2, L1.
Pedestrians All Hate You
Down, Up, Left, Up, X, R1, R2, L1, L2.
Crazy Pedestrians
R2, R1, Triangle, X, L2, L1, Up, Down.

GUANTLET: DARK LEGACY

Password Codes

When you are asked to enter your name on the character select screen, put in any of these cheat passwords for the results shown.

Invulnerability
INVULN
Infinite Supershot
SSHOTS
Nine Potions and Keys in Each Level
ALLFUL
Full Turbo
PURPLE
Pojo the Chicken
EGG911
Reflective Shot
REFLEX
Growth and Shrink Enemy
DELTA1
Invisibility
000000
Extra Speed
XSPEED
Rapid Fire
QCKSHT
X-Ray Glasses
PEEKIN
3-Way Shot
MENAGE
Waitress
KAO292
Karate Guy
SJB964
Cheerleader:
CEL721
Ratface Knight
RAT333
Smiley Face
STX222
Garm
GARM99
Sumner
SUM224
General
ICE600
S&M Dwarf
NUD069
Chainsaw Guy
KJH105
Sky General
SKY100
Castle General
CAS400
Punkrocker
PNK666
Battle General
BAT900
Ninja
TAK118
Desert General
DES700
Chris
CSS222
Football Player
RIZ721
School Girl
AYA555
Mike:
DIB626
Guy with Mace
ARV984
Town General
TWN300
Mountain General
MTN200
Sick Garm
GARM00
Stig
STG333

HALF LIFE

Button Codes

Enter any of the following codes on the Cheats menu.

Slow Motion
Right, Square, Up, Triangle, Right, Square, Up, Triangle.
Maxed Ammo
Down, X, Left, Circle, Down, X, Left, Circle.
Alternate Gravity
Up, Triangle, Down, X, Up, Triangle, Down, X.
Invincible
Left, Square, Up, Triangle, Right, Circle, Down, X.
Invisible
Left, Square, Right, Circle, Left, Square, Right, Circle.
Alien Mode
Up, Triangle, Up, Triangle, Up, Triangle, Up, Triangle.

SPY HUNTER

If you want to be a super-fly super spy, you'll want to fire up that Interceptor, nail the bad guys, and unlock all the awesome cheats Spy Hunter has to offer. Here's how:

CHEAT MODE

- **SALIVA'S VIDEO OF *SPY HUNTER***
  Finish LEVEL 1 in 3:40.
- **GREEN HEADS UP DISPLAY**
  Finish LEVEL 2 in 3:35.
- **SALIVA'S VIDEO OF *YOUR DISEASE***
  Finish LEVEL 3 in 2:40.
- **NIGHT VISION**
  Finish LEVEL 4 in 3:15.
- **VIDEO OF EARLY TEST ANIMATIC**
  Finish LEVEL 5 in 3:25.
- **EXTRA CAMERAS**
  Finish LEVEL 6 in 3:45.
- **RAINBOW HEADS UP DISPLAY**
  Finish LEVEL 7 in 3:10.
- **INVERSION CAMERA**
  Finish LEVEL 8 in 3:05.
- **VIDEO OF CONCEPT ART**
  Finish LEVEL 9 in 3:45.
- **FISH-EYE VIEW**
  Finish LEVEL 10 in 3:15.
- **FLIPPED CAMERA**
  Finish LEVEL 11 in 3:10.
- **VOMIT CAMERA**
  Finish LEVEL 12 in 3:30.
- **"MAKING OF" VIDEO**
  Finish LEVEL 13 in 2:15.
- **TINY SPY**
  Finish LEVEL 14 in 5:10.
- **HOVER SPY**
  Finish entire game.
- **SUPER SPY (GOD MODE)**
  Finish all 65 objectives.

To activate the cheats listed above, select "System Options" from the main menu, choose "Extras," and then select "Cheat Grid" to pick specific cheats.

To play any of the videos mentioned above, select the "Movie Player" option listed above "Cheat Grid" and choose whatever video you'd like.

XBOX

4X4 EVOLUTION 2

Button Codes
Enter the following button combinations from the "Press Start" screen.

Earn More Money
Y, X White, Y, X, White, X, X, Y, White, X, Y

Higher Reputation
Y, Y, White, X, X, White, Y, Y, Y, X, X, X

Unlock All Missions
X, X, White, White, Y, Y, White, X, Y, Y, X, White

AMPED

Unlock Raven
First get to the options menu and pick Cheats. Then Type in RidinwRaven. When entered correctly the "RidinwRaven" will vanish and Raven will now be a selectable character. Press B to exit.

ARTIC THUNDER

Button Codes
These tricks will be present in the Race mode only. They will not work in Arcade or other modes of play.

Catchup mode
Y, X, Y, Y, X, START.

Grappling Hooks Mode
Y, Y, L, Y, Y, White, START.

Rooster Tails Mode
Black, R, L, White, X, START.

No Drones Mode
X, X, Y, Y, White, Black, START.

All Randoms
Black, R, X, Y, Black, R, START.

Atomic Snowball (all Missle mode)
X, X, X, White, Y, START.

Clone Mode
L, L, Y, White, Y, START.

All Invisible Mode
X, Y, X, R, Y, Y, START.

All Boost Mode
Y, Black, Black, Y, R, START.

Super Boost Wheelie
Y, White, X, R, X, L, START.

All Snow Bombs & Random Mode
Y, Y, Black, R, START.

CEL DAMAGE

Invincibility
Put in CODY for a name.

Various Cheats
Put in ENCHILADA! for a name.

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PLAYSTATION 2

AIR BLADE

Oscar
Get an "A" ranking in all levels.

JJ Sawyer
Get an "S" ranking in all levels.

Naomi
Get an "B" ranking in all levels.

The Insider
Storage level with a "B" ranking in all levels.

New Kat Outfit
Score Attack mode with high scores in all levels.

New Ethan Outfit
Finish Stunt Attack mode.

ARTIC THUNDER

Race Mode Codes
These tricks will be present in the Race mode only. They will not work in Arcade or other modes of play.

Random Power-Ups
On the mode select screen, press R1, R2, Square, Circle, R1, R2, START.

Catchup Code
On the mode select screen, press Circle, Square, Circle, Circle, Square, START.

Snowball Power-ups
On the mode selectscreen, press Square, Square, Square, L1, Circle, START.

Rooster Power-ups
On the mode select screen, press R1, R2, L2, L1, Square, START.

Snow Bomb Power-ups
On the mode select screen, press Circle, Circle, R1, R2, START.

Grappling Hook Power-ups
On the mode select screen, press Circle, Circle, L2, Circle, Circle, L1, Start.

Boost Power-ups
On the mode select screen, press Circle, R1, R1, Circle, R2, START.

No Drones
On the mode select screen, press Square, Square, Circle, Circle, L1, R1, START.

BLOODY ROAR 3

Sudden Death Survival
Win nine fights in Survival Mode (Survival Mode only).

No Guard Battle
Earn first place in Arcade Mode (Survival and VS. Mode only).

Highest Difficulty
Finish Arcade Mode without continuing (Survival Mode only).

Knockdown Battle
Earn first place in Survival Mode after unlocking Sudden Death Survival (Survival and VS. Mode only).

High Speed Battle
Fight 100 battles in Survival mode with one character and get a place in the rankings.

Low Speed Battle
Fight once with each character and get a place in the rankings.

Hyper Beast Battle
Fight 10 battles in Arcade mode with one character and getting a place in the rankings.

Sumo Wrestling Battle
Fighting 20 battles in Survival mode with one character and gett a place in the rankings.

Unlock Kohryu
In Arcade Mode, beat the fourth stage without losing a round and Kohryu will appear as your opponent on the fifth stage.

Unlock Uranus
In Arcade Mode, beat the last stage of the game without continuing. You will then fight Uranus on a special stage. You must defeat him to be able to play as him.

CRAZY TAXI

On the mode selection screen, choose Arcade or Original. Then enter these tricks as shown.

No Arrows
After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold R1+START until the driver selection screen appears. You will see "No Arrows" on the bottom-left side of the screen.

No Destination Mark
After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+START until the driver selection screen appears. You will see "No Destination Mark" on the bottom-left side of the screen.

Expert
After choosing how many minutes you want to play, the "Now Loading" screen will appear. Press and hold L1+R1+START until the driver selection screen appears. You will see "Expert" on the lower-left side of the screen. This mode combines No Arrows and No Destination Mark.

Taxi Bike
On the driver select screen, quickly press L1+R1, L1+R1, L1+R1 and then choose your driver. You will hear a bike bell if you entered the code correctly. Now you will be picking up passengers on a bike instead of driving a taxi.

Another Day
On the driver select screen, press R1, then press and hold R1 while choosing a driver. You will see "Another Day" on the bottom-left side of the screen. The passengers and destinations will change.

View Changes
(Note: You must have a second controller plugged into port 2 of your PlayStation 2 for this trick to work.) In the middle of an Arcade or Original game, take controller 2 and hold L1+R1. While holding these buttons, press the one of the following buttons to see these new views.
First Person = Circle (Press Circle again for Rear View)
MPH = Square
Third Person = Triangle
Normal View = X

DAVE MIRRA FREESTYLE BMX 2

Enter the following codes on the main menu screen.

Alternate Outfits

Dave Mirra
Up, Down, Up, Down, Right, Left, Up, Up, Square.

Ryan Nyquist
Up, Down, Down, Left, Down, Up, Up, Down, Square.

Troy McMurray
Up, Down, Left, Down, Right, Left, Up, Left, Square.

Mike Laird
Up, Down, Right, Left, Right, Up, Up, Right, Square.

Tim Mirra
Up, Down, Right, Left, Left, Up, Down, Up, Square.

Leigh Ramsdell
Up, Down, Down, Left, Down, Down, Down, Left, Square.

Joey Garcia
Up, Down, Up, Left, Down, Right, Down, Right, Square.

Rick Moliterno
Up, Down, Up, Up, Up, Up, Left, Up, Square.

Todd Lyons
Up, Down, Down, Right, Up, Left, Left, Down, Square.

John "Luc-E" Englebert
Up, Down, Left, Down, Left, Right, Left, Left, Square.

Scott Wirch
Up, Down, Right, Up, Down, Right, Left, Right, Square.

Colin Mackay
Up, Down, Right, Down, Up, Right, Right, Up, Square.

Zach Shaw
Up, Down, Left, Right, Down, Down, Right, Down, Square.

All Bikes Unlocked
Up, Left, Down, Right, Down, Down, Right, Down, Down, Left, Square.

Hidden Riders

Mike Diaz
Up, Left, Down, Right, Right, Left, Up, Down, Up, Right, Square.

Amish Boy
Up, Left, Down, Right, Right, Left, Left, Down, Up, Left, Square.

Cool FMVs

Ryan Nyquist Movie
Left, Left, Down, Right, Down, Right, Up, Down, Square.

Tim Mirra Movie
Left, Left, Right, Up, Down, Left, Down, Up, Square.

Troy McMurray Movie
Left, Left, Left, Down, Up, Right, Up, Left, Square.

Dave Mirra Movie
Left, Left, Up, Right, Up, Left, Up, Up, Square.

Zach Shaw Movie
Left, Left, Left, Right, Left, Down, Right, Down, Square.

Rick Moliterno Movie
Left, Left, Up, Down, Right, Left, Left, Up, Square.

Leigh Ramsdell Movie
Left, Left, Down, Down, Left, Right, Down, Left, Square.

Scott Wirch Movie
Left, Left, Right, Up, Up, Up, Left, Right, Square.

Colin Mackey Movie
Left, Left, Right, Right, Down, Down, Right, Up, Square.

Todd Lyons Movie
Left, Left, Down, Up, Up, Right, Left, Down, Square.

Kenan Harkin Movie
Left, Left, Left, Left, Right, Right, Down, Down, Square.

Mike Laird Movie
Left, Left, Right, Up, Up, Right, Up, Right, Square.

FINAL FANTASY X

Air Ship Passwords
Enter the following case-sensitive passwords at the airship.

Find Rikku's Legendary Weapon
GODHAND

Find Rikku's Victorious Armor
VICTORIOUS

Find the Mursame
MURASAME

Secret Place Coordinates
The following coordinates are places you would not ordinarily find your first time through the game. Once you have the Air Ship, talk to Cid, and choose the second option search in the map menu.

Omega Ruins
X: 74 Y: 36

Sanubia Sand Dune
X: 15 Y: 41

Besaid Rainbow Waterfall
X: 31 Y: 73

Yevon Temple
X: 16 Y: 57

GAMECUBE

BLOODY ROAR FURY

Secrets

To unlock the following characters play any mode the listed amount of times. This can easily be done by starting a game and then quitting it over and over again.

Ganesha
50 times
Cronos
100 times
Kohryu
150 times
Uranus
200 times

Cheats

Clear Arcade Mode the listed amount of times. You can use any character you wish and may continue as often as needed.

Movie Player
Once
COM Battle
Twice
Kids Mode
Three times
Big Heads
Four times
Big Arms
Five times
No Wall
Six times
Min Wall
Seven times
Final Round
Eight times
Low Speed
Nine times
High Speed
10 times
No Blocking
11 times
Max Difficulty
12 times
Knock Down Battle
13 times
Human Only
14 times
Beast Only
15 times
Hyper Only
16 times

GAUNTLET: DARK LEGACY

Password Codes

Enter any of the following passwords as your player name.

Invincibility
INVULN
Permanent Super Shot
SSHOTS
Permanent Triple Shot
MENAGE
Permanent Reflect Shot
REFLEX
Permanent Pojo
EGG911
Permanent Anti-Death
1ANGEL
Permanent Invisibility
000000
Permanent X-ray Vision
PEEKIN
Infinate Turbo
PURPLE
Growth and Shrink Enemy
DELTA1
Nine Potions and Keys on Each Level
ALLFUL
Extra Speed
XSPEED
Rapid Fire
QCKSHT
10,000 Gold Per Level
10000K
General
ICE600
S&M Dwarf
NUD069
Smiley Face
STX222
Chainsaw Guy
KJH105
Punkrocker
PNK666
Battle General
BAT900
Ninja
TAK118
Stig
STG333
Waitress
KAO292
Chris
CSS222
Guy with Mace
ARV984
Mike
DIB626
Quarterback
RIZ721
Karate Guy
SJB964
Black Outfit and Cape
DARTHC
Town General
TWN300
Japanese School Girl
AYA555
Cheerleader
CEL721
Castle General
CAS400
Mountain General
MTN200
Rat Head Warrior
RAT333
Garm
GARM99
Undead Garm
GARM00
Desert General
DES700
Sky General
SKY100
Sumner
SUM224

THE SIMPSONS ROAD RAGE

Button Codes

While in the options menu, hold the L- and R-Shoulder buttons, then press the following button combinations.

Red Soapbox Car
B, B, Y, X
Smithers in Mr. Burn's Car
B, B, Y, Y
Nuclear Bus
B, B, Y, A
Extra Money
Y, Y, Y, Y
Stop Time
X, B, Y, A (Press R-Shoulder to start, stop and reset the timer.)
Extra Camera Views
B, B, B, B
Overhead View
X, X, X, Y
Nighttime Mode
A, A, A, A
Slow-motion Mode
A, X, B, Y
Flat Characters
X, X, X, X.
Show Collision Lines
B, B, A, A.

Time Codes

Change your Cube's internal date to the following in order to unlock the these secret characters:

New Year's Krusty
1/1/02
Thanksgiving Marge
11/22/01
Halloween Bart
10/31/02
Christmas Apu
12/25/01

STAR WARS ROGUE LEADER: ROGUE SQUADRON 2

Hidden Options

Unlock the audio commentaries, for each individual stage type in the name BLAHBLAH. Head to the special features option and turn on Audio Commentary. Now select a stage and either play through with the speech or pause to hear them talk about the different aspects of the stage.

Documentary

After finishing all 10 main missions you can get it under the Special Features menu option.

Unlock the Art Gallery

Enter EXHIBIT! as a passcode

Unlock the Concert Hall

Enter Composer as a passcode.

Ace Mode

Complete all the Tatooine Training objectives and finish the game with fifteen gold medals to unlock Ace Mode.

Black and White Mode

Type in LIONHEAD at the passcodes screen to play the game in a "classic" color mode.

Unlockable Ships

Slave 1 Ship
Finish all missions with a silver medal or better.
Millenium Falcon
Finish all missions with a bronze medal or better.
Naboo Starfighter
Finish the Tattooine Training in all 4 time settings. You must get all discovery items, all objects and get two hidden bonus items in each zone. Times: 6am, 2pm, 6pm, 11pm.
TIE Fighter
You must steal a Tie Fighter and complete the mission in Level 7 during the daytime and nighttime hours to unlock it as a bonus ship.
Darth Vader's TIE
Aquire fifteen gold medals to unlock Darth Vader's TIE Advanced.

TONY HAWK'S PRO SKATER 3

Passwords

Choose the "Cheats" selection from the "Options" menu and enter the following case-sensitive passwords. If entered correctly, you will hear the sound of money being collected.

Open Cheat Menu
MARKEDCARDS (Pause the game to bring up a menu and select the Cheats option. Press A to toggle the options).
Super Stats
MAXMEOUT
Unlock All Characters
FREAKSHOW

Unlock Every Single Movie

From the main menu, select Options, then Cheats. Enter POPCORN.

Pirate Skating

Go to Skater Island and find the two flags that are side by side. Grind the one with the skull and crossbones on it, then one of the garage doors will open, and the pirates will come out.

Unlocking Secrets

Complete all 54 goals and get a gold medal at every compound.

Unlockable Modes

To unlock these modes, beat the game the prescribed number of times.

Snowboard Mode
Beat the game 11 times.
Always Special Mode
Beat the 12 game times.
Perfect Rail Balance Mode
Beat the game 13 times.
Maxed-Out Stats Mode
Beat the game 14 times.
Giant Mode
Beat the game 15 times.
Slow-Mo Mode
Beat the game 16 times.
Perfect Manual Balance Mode
Beat the game 17 times.
Tiny Mode
Beat the game 18 times.
Moon Mode
Beat the game 19 times.
Expert Mode
Beat the game 20 times.
First-Person Mode
Beat the game 22 times.

Unlock Darth Maul

Complete all 54 goals and earn golds at each competition with one skater.

Get Neversoft Eye

Similar to unlocking Darth Maul but do it with 21 skaters.

Get Skater From Hell

Do the same thing you did to unlock the other characters. Beat the game 10 times with 10 skaters.

Unlock Wolverine

Complete all 54 goals and get all golds at each competition with two different skaters.

Unlock the Bum

Complete all 54 goals and get a gold medal at each competition with seven skaters.

Unlock Officer Dick

Complete the 54 goals and get a gold at each competition with four different skaters.

Unlock Private Carrera

Do the same thing you did to unlock Officer Dick, but do it with one more skater

GameShark
CODE OF THE MONTH

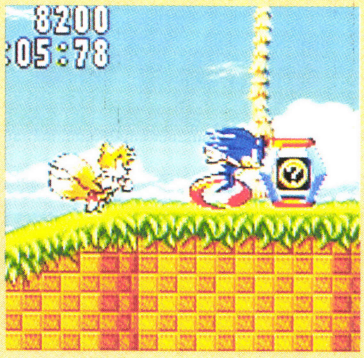
Grand Theft Auto 3
Playstation 2

(M) Must Be On
ECB26E481445B464
Inf Health
4C21D436145625DD
Inf Armor
4C21D43A145625DD
Inf Handgun Ammo
4C21D4141456E788
4C21D4181456E404
Have Uzi
3C21D4201456E7A8
Inf Uzi Ammo
4C21D7281456E788
4C21D72C1456E404
Have Shotgun
3C21D7341456E7A1
Inf Shotgun Ammo
4C21D7401456E788
4C21D7441456E404
Have AK47
3C21D7481456E7A2
Inf Ammo AK47
4C21D7501456E788
4C21D7541456E404
Have Big Gun
3C21D75C1456E7A3
Inf Ammo Heavy Machine Gun
4C21D7641456E788
4C21D7681456E404
Have Sniper Rifle
3C21D7701456E7A4
Inf Sniper Ammo
4C21D77C1456E404
Have R. Launcher
3C21D7841456E79D
Inf Rockets
4C21D7901456E788
Have Flamethrower
3C21D7981456E79E
Inf Flame Thrower
4C21D7A01456E788
4C21D7A41456E788
Have Molotovs
3C21D7AC1456E79F
Inf Molotovs
4C21D7B81456E788
Have Grenades
3C21D7C01456E7A0
Inf Grenades
4C21D7CC1456E788

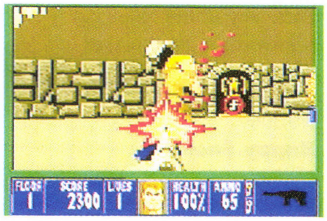
GBA Sonic Advance

Classic Mode Sonic
Use this code to have Tails follow you during the game like he did in Sonic 2 & 3. Input this button sequence at the character select screen.

Highlight Sonic and press Up. Move over to highlight Tails, and press down. Next highlight Knuckles and press the L-trigger. Finally, highlight Amy and press the R-trigger. Move back to Sonic and press A. If the trick is done correctly, you will hear a chime. Now during gameplay, Tails will follow your every move!



GBA Wolfenstein 3D



Pause during gameplay and enter these codes at the Options screen. If you hear a sound, the code has been entered correctly. You will need to re-enter the weapons cheat once you run out of ammo.

Get All Weapons, Full Ammo and Health
Pause game and hold L+R, then press A, B, B, A, A, A, A, A.
Invincibility
Press Start and HOLD L + R and press A, A, B, A, A, A, A, A

GBA Jackie Chan Adventure

Enter this cheat at the "Press Start" screen, before you begin a game.
Stage Select and All Scrolls Unlocked
Hold R, then press B, A, Left, Down, Up, Right. The stage select menu will come up, and at the bottom you can toggle the scrolls on and off.

PS Yu-Gi-Oh!

Card Passwords
Enter in these numbers at the password screen to gain access to some special cards. Note: You still need Star Chips to purchase the unlocked cards.
Blue Eyes White Dragon (Cost: 999,999)
89631139
Dark Magician (Cost: 999,999)
46986414
Metal Fish (Cost: 350)
89631139
Celtic Guardian (Cost: 120)
91152256
Fire Kraken (Cost: 230)
46534755
Guardian of the Throne Room (Cost: 260)
47879985
Harpie Lady Sisters (Cost: 999,999)
12206212
Roaring Ocean Snake (Cost: 550)
19066538
Deep Sea Shark (Cost: 350)
28593363
Empress Judge (Cost: 500)
15237615
Sword Arm of Dragon (Cost: 1000)
13069066

XB Gauntlet X

Enter any of the following passwords as your player name.

S&M Dwarf
NUD069
Happy Face
STX222
Chainsaw
KJH105
Punkrock
PNK666
Ninja
TAK118
Employee Stig
STG333
Waitress
KAO292
Ex-Employee Chris
CSS222
Football Dude
RIZ721
Manager Mike
DIB626
Karate Steve
SJB964
Created by Don
ARV984
Schoolgirl
AYA555
Cheerleader
CEL721
Rat Knight
RAT333
Regular Garm
GARM99
Sickly Garm
GARM00
Sumner
SUM224
Sky General
SKY100
Mountain General
MTN200
Town General
TWN300
Castle General
CAS400
Ice General
ICE600
Desert General
DES700
Battle General
BAT900

PS2 Tiger Woods PGA Tour 2002

Enter these codes at the password screen.

Super Tiger Woods
2TREPUS01S
Notah Begay III
DYAGEB04E
All Courses
2TREPUS01S
Unlock Everything
2TREPUS01S

PS2 High Heat 2003

Ball Cannon and Game State Menus

These menus allow you to create any type of hit or out (except a strike out) for the next batter up. You can also tweak the game situation by changing the score, inning, number of outs, wind velocity, etc.

At the pause menu (Pausing during a pitch or hit will not access the pause menu, only a simple pause screen. This code will not work if you try to enter it anywhere else except the pause menu) hit Square, Square, Circle, Circle, L1, R1, and you should hear a man's voice laughing. Now hold L1+R1+L2+R2 to gain access to the Ball Cannon and Game State.

GBA NBA Jam 2002

From the Main Menu, choose Season Game Mode. Now select Password and enter the following codes.

Beach and Street Courts
LHNGGDBLBJGT
Playoffs
MKJLBFQBLDGH
(Note: You will be in the playoffs as the Toronto Raptors.)

GameShark CODE OF THE MONTH

Scorpion King: The Sword of Osiris

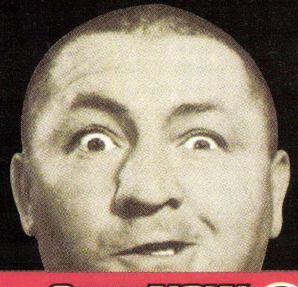
Game Boy Advance

(M) Must Be On
5BED51DCE04BF573
72B7C4AE08C45A17
Infinite Health
FC97829FA44D1339
Infinite Lives
526089E02E66684A
Max Scorpions
1D86FCE529EA0A59
Press GS Button For Mega Jump
0C60202ABC8F1F6b
Invincible
5E58388CE17FD3F6
Have Red Gem
0C301700819A1904
Always Sword
CAA7774616FA9B5C
Always Reaper
22F6921B883C432C
Have Fireball
00D6B092ADF23F13
Have Fireshooter
B4A7635EF15EC59B
Have Max Fire
7E3922345A4647D2
Have Osiris Sword
F1C175A4E466C20A

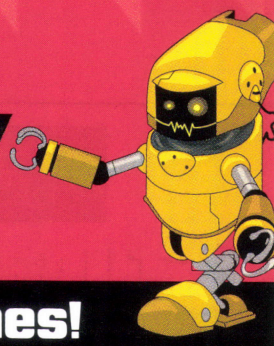
Three Stooges

Game Boy Advance

(M) Must Be On
3A73CDD1D02ED3A4
39F4E34B4E2F134B
Tons Of Money
6196BDAFABE91502
GS Button For Inf Slapometer Time
452791BE7C86D6CF



TRICKS NOW



Brand New Tricks for Your Favorite Games!

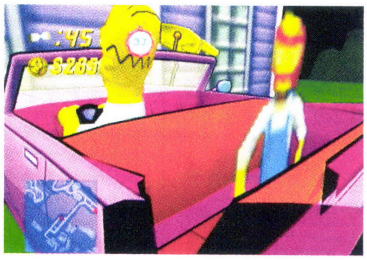
XBOX

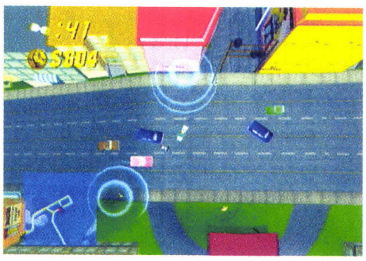
Trick of the Month!
Simpsons Road Rage

Enter the following button combinations at the Options Menu. If you enter in a code correctly, you will hear a beep. (Note: Codes must be re-entered if you quit your current game and start over.)

Extra Cams
Hold L+R and press B, B, B, B.
2D Characters
Hold L+R and press X, X, X, X.
Night Time
Hold L+R and press A, A, A, A.
Debug Mode
Hold L+R and press B, B, A, A. While playing, the level will be filled with all sorts of red, green, and blue shapes (collision lines).

Slow-Motion Cars
Hold L+R and press Y, Y, Y, Y. All the cars except for the buses will be moving slower than normal.
Stop-Watch Mode
Hold L+R and press A, B, Y, X. In this mode there are no cars or objectives. Press L to start and stop the timer. You cannot pause and exit if the stop-watch reads zero.
Unlock Red Box Car
Hold L+R and press B, B, Y, X.
Unlock Nuclear Bus
Hold L+R and press B, B, Y, A.
Unlock Smithers
Hold L+R and press A, B, Y, X.



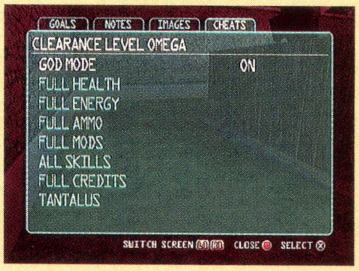


You can unlock the holiday characters one of two ways. Either enter a button code at the Options Menu like you did for the other cheats, or change your XBOX's system clock to the appropriate date.
New Year's Krusty
Hold L+R and press B, B, X, Y. 01/01/02
Christmas Apu
Hold L+R and press B, B, X, B. 12/25/02
Thanksgiving Marge
Hold L+R and press B, B, X, X. 11/22/02
Halloween Bart
Hold L+R and press B, B, X, A. 10/31/02

PS2

Deus Ex

Cheat Menu
During gameplay, press select to enter the Goals/Notes/Images screen. Now quickly press L2, R2, L1, R1, Start, Start, Start. If done correctly, a "cheats" tab should appear. You now can configure the following options:
- God Mode *(May need to be re-enabled after loading a new level)*
- Full Health
- Full Energy
- Full Ammo
- Full Mods
- All Skills
- Full Credits
- Tantalus

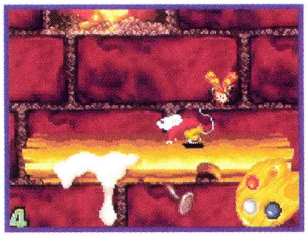


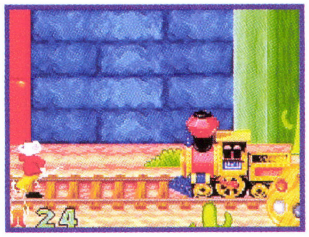
> PREVIEWS *Upcoming Handheld Titles...*

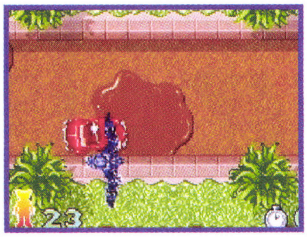
STUART LITTLE 2

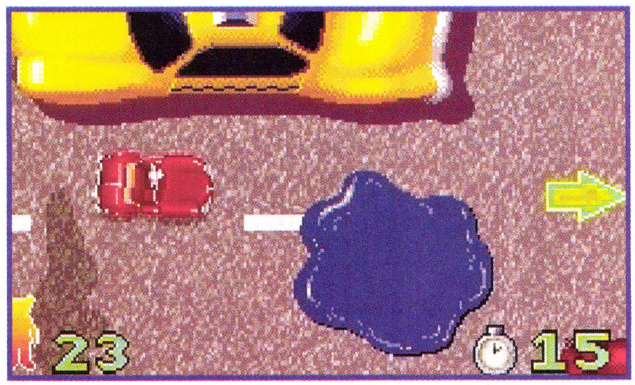
PUBLISHER: Activision **PLAYERS:** 1-2 **RELEASE:** July

Can you believe the recent *Stuart Little* movie—you know, the one with the computer-animated mouse that was voiced by Michael J. Fox—made more than $300 million worldwide? Not surprisingly, that little family film has spawned a sequel (slated for release this summer)—and the obligatory GBA game. *Stuart Little 2* (the "2" comes from the name of the movie sequel, duh) is an action/platform title with several extra racing levels tossed in for good measure (you and a friend can race side-by-side as Stuart and Margalo). Expect lots of familiar characters, voices and saccharin-sweet cutscenes from the feature film in this one.





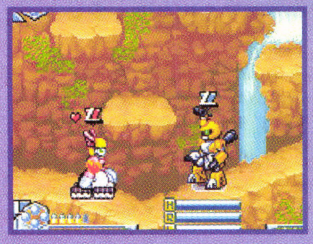


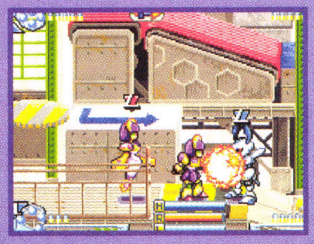


MEDABOTS AX

PUBLISHER: Natsume **PLAYERS:** 1-4 **RELEASE:** June

The Medabots animated series has been described as a "more street-smart and caffeinated" Pokémon. The story revolves around a young boy named Ikki who's out to become the number-one robot battler in the world. Ikki finds a stolen, rare beetle medallion and uses it to power a ramshackle, second-hand robot. The result is Metabee, a disobedient, smart-mouthed robot who'd rather hurl insults than attacks. *Medabots AX* lets you create and control your own Medabots. It has over 3.5 million parts combinations and three modes of play. What's more, up to four players can battle at once in a multi-cartridge match.





WIZARDRY SUMMONER

PUBLISHER: Natsume **PLAYERS:** 1-2 **RELEASE:** May

With the possible exception of Ultima, no other RPG series has a longer or more storied history than Wizardry. This Game Boy Advance installment introduces a brand-new character class, Summoners, who join Wizardry's five existing races and nine character classes. Summoners, as the name implies, can summon and control various monsters that your party has defeated. As in the past, the game's labyrinths are randomly created, assuring a unique gameplay experience every time you play. Publisher Natsume also gives Wizardry the Pokémon treatment by allowing players to trade character, monsters, spells, weapons and other items.

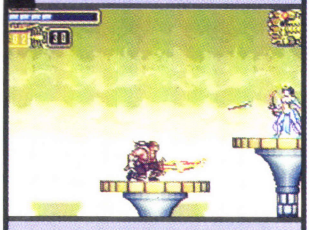
All the battle take place in a first-person perspective. How immersive!

Enter the Guild and talk to this Liv Tyler-looking elf.

PROs and CONs

+
- Great Castlevania-style gameplay
- Crisp graphics and control

–
- Too short
- No mini-games or multiplayer modes
- Weak tunes



CONTROL
You could say the control is "Rock"-solid—it's responsive, and there is a wide variety of offensive and defensive moves.

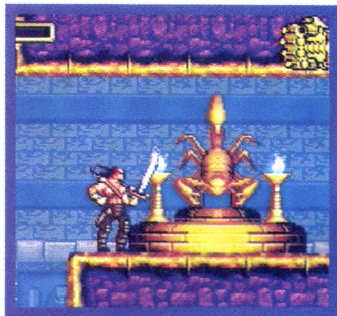
IMPACT
The Rock adds a certain amount of charisma to the game; however, it still has a "played it before" feel, so it won't end up a classic.

LIFESPAN
The game can be beaten in a single sitting—definitely not a good thing. Discovering the true ending, however, takes a bit longer.

EXTRAS
Extras? What extras? The game definitely would have benefitted from a few mini-games. And why doesn't The Rock speak?!

NOW RATED
Is there any entertainment medium The Rock hasn't conquered? If you liked the movie, you'll like the game, if you smell what we're cookin'.

B



Scorpion statues transport you to secret lairs where the powerful Rune stones can be found.

Your scimitars can be used to climb as well as to fight.

The Rock isn't gonna let some measly scarab bug him.

Despite what it looks like in the picture above, playing this game is not the pits.

THE SCORPION KING: SWORD OF OSIRIS

PUBLISHER: Universal Interactive **PLAYERS:** 1 **SYSTEM:** GBA **GENRE:** Platform

Finally, The Rock has come back to Game Boy Advance! And he's not appearing in yet another WWF game; he's laying the smack down as the Scorpion King, his sword-swingin', sandal-wearin' big-screen persona!

One look at these screens no doubt tells you that *Sword of Osiris* is a fairly standard side-scroller. The real question: Is it a good one? Answer: You bet your Rock Bottom it is!

After his new bride is kidnapped by an evil wizard, The Rock—um, "Mathayus"—sets out to find the Sword of Osiris, the only weapon mighty enough to defeat him. Along the way, Mathayus must slash his way through legions of mummies, brave blinding sand storms, and survive crushing spikes, water traps and other tomb hazards.

The game's graphics, while not the best we've seen on the GBA, are good enough to get the job done. Its control—crucial in a game like this—is also up to the task. We particularly liked the *Ninja Gaiden*-style wall-springs.

On the down side, the levels have too few checkpoints—die mid-way through, and you'll usually go all the way back to the beginning. The bosses, although impressive-looking, are also way too easy to beat.

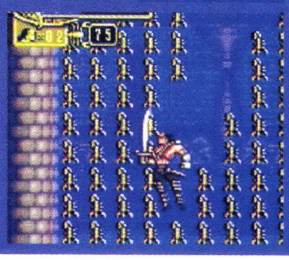
Our primary gripe against the game, however, is its length; veteran gamers will be able to beat it in a matter of hours (if you want to see the true ending, you'll most likely have to take a second or third trip through the game to find six cleverly hidden artifacts).

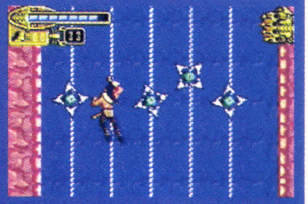
While it's not exactly a must-play, *The Scorpion King: Sword of Osiris* is a rarity as far movie adaptations are concerned—that is, it won't make you want to throw up. If you liked the movie—or if you're a Castlevania freak who can't wait for the next installment in the series—the game is well worth a look.

Your weapon becomes progressively more powerful as you collect power cells.

This poor mummy is about to smell what the Scorpion King is cooking. And what he's cooking is a big dish 'o' pain.

The game's bosses look tough, but their attack patterns are extremely simple, making them a breeze to kill.





Scorpion icons are like coins—collect 100 to earn an extra life.

NOW RATED

CONTROL

A few of the mini-games (the slap fight and pie throwing contests in particular) are kinda tough to control.

IMPACT

The Three Stooges looks surprisingly good. Lots of digitized Stooge pictures and sounds add to the game.

LIFESPAN

There's a limited number of mini-games, so you'll grow tired of them after a few goes.

EXTRAS

Other than a secret ending for beating the game with a ton of money, there's nothing extra here.

Stooges didn't generate a lot of "yucks," but not a lot of "nyucks," either.

C+

THE THREE STOOGES

PUBLISHER: Metro3D **PLAYERS:** 1 **SYSTEM:** GBA **GENRE:** Action

Just like the boys themselves, not everyone is going to get the video game versions of *The Three Stooges*. It's a adaptation of an ancient computer program that came out for such systems as the Commodore 64 and Amiga way back in 1988.

The Three Stooges consists of about half a dozen mini-games (each based on a classic Stooge short) tied together with a simple board game-style format. Despite this set up, *Stooges* is for one player only. It's also quickly beaten, and the only reason you'll want to replay it is to try and earn more money (that being the main goal).

Still, the mini-games are fairly fun to play a for a while, and the quick-and-easy nature of the title makes it a fairly enjoyable way to kill some time in a car or on a plane. Of course, fans of the Three Stooges will definitely get the most out of the experience—anyone else will quickly lose interest.

I guess if I were to put everything into Stooge terms, I would say that *The Three Stooges* isn't nearly a Curly, but it's certainly not as bad as Curly Joe. No—this title is a good, solid Shemp.

Race through a hospital with the boys while dodging patients and collecting dropped medical equipment.

Larry needs to get a radio to the boxing arena before the fight ends or else Curly will lose the fight.

Smack the Stooges around to slow down Moe's hand.

Of course, it wouldn't be a Stooges game if a lot of pies didn't get thrown.

NOW RATED

CONTROL

As long as your GBA's A button is working, you'll be OK. That's really about all you do here.

IMPACT

Ever wonder what it would be like listening to Britney over your dentist's Muzak system? Here it is.

LIFESPAN

You can complete Dance Beat in about 15-20 minutes. Then you can drive back to the store and return it.

EXTRAS

A few sliding puzzles, about a dozen tiny, grainy pictures and a decent looking video clip. Still not worth it.

After playing this Britney game, I'd like to "hit her one more time." HA!

F

BRITNEY'S DANCE BEAT

PUBLISHER: THQ **PLAYERS:** 1-2 **SYSTEM:** GBA **GENRE:** Musical Garbage

Quick! Grab your Game Boy Advance and repeatedly tap the A button. Yeah, we know there's no game in the system, but do it anyway. Now occasionally press the B button or the directional pad. Meanwhile, begin humming one of Britney Spear's hit singles.

Congratulations, you are now playing *Britney's Dance Beat*. You aren't seeing the ugly representation of Britney dancing around with about five frames of animation, but you're really not missing much.

What was THQ thinking? It's a music game with five meager songs (which *does* make it mercifully short) that you're forced to play through twice in order to win. To add a little spice the second time around (the so-called "Concert Mode"), everything's slightly tougher and you get to look at the second of the game's two backgrounds. Huzzah!

Sure, there are some worthless pictures and sliding puzzles to unlock, and there's a pretty nice looking full-motion video clip to watch, but as a game, *Britney* fails on all levels. About the only way *Dance Beat* could be any worse is if it were poisonous to the touch, which, thankfully, it is not.

Sliding puzzle games like this add tons of replay val—oh, who are we kidding? This game sucks.

The graphics look pretty until you see them move.

You can tell this is Concert Mode because it has a different background than the Practice Mode.

Here's our results after the first time we played. Yup, this game is easy.

NOW RATED

CONTROL
The control is fine until you graze the edge of the road. You know, when the car slams on the brakes.

IMPACT
Graphically, Spy Hunter looks OK, but otherwise, the game comes across as kinda bland.

LIFESPAN
You'll probably abandon this one long before completing it on Special Agent Mode.

EXTRAS
We appreciated the extra Arcade Mode, but why do you have to unlock it?

The PS2 game was a blast, but this handheld version is a dud.

C-

SPY HUNTER

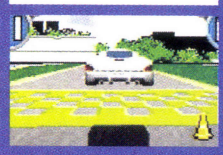
PUBLISHER: Midway **PLAYERS:** 1-2 **SYSTEM:** GBA **GENRE:** Action

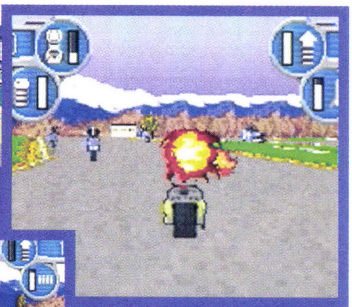
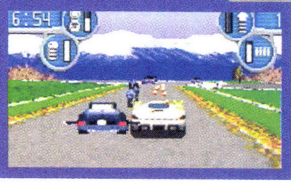
Good things seldom happen when somebody tries to adapt a graphics-intensive console title to a handheld system, and *Spy Hunter* is no exception. The game tries to mimic the 3-D graphics, branching roads and multiple mission objectives of its PS2 and Xbox cousins with less than stellar results.

The graphics are muddy and blocky, making it difficult to tell what's happening, even with the brightness turned all the way up. And while the control is somewhat better, your car has an annoying tendency to come to an abrupt stop every time you run off the narrow roads (Inertia? What's that?).

The developers deserve an "A" for effort—you can practically hear the GBA huffing and puffing trying to keep up with the on-screen action—but in the end, they probably shouldn't have bothered trying to bring *Spy Hunter* to the GBA at all.

Your Interceptor can turn into a boat on-the-fly, just like the PS2 version.


Catch some air, Speed Racer-style!



Take enough damage, and your Interceptor turns into a speedy escape cycle.

NOW RATED

CONTROL
We know that Spidey can crawl on walls, but he seems to do it more often than we want.

IMPACT
The game is decent in its own right, but it's sure to disappoint fans of the PSone Spideys.

LIFESPAN
It's an enjoyable ride, but beat the game once, and it's sure to be relegated to the shelf.

EXTRAS
Remember the PSone game's collectible comic book covers? Well, this one's got scenes from the movie.

Not bad, but it's the PS2 game that really makes our Spidey Sense tingle.

B-

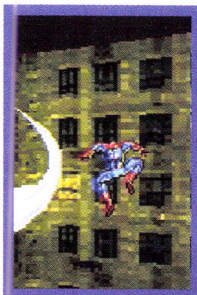
SPIDER-MAN

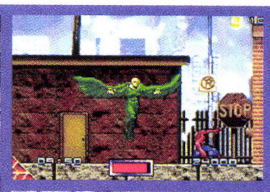
PUBLISHER: Activision **PLAYERS:** 1 **SYSTEM:** GBA **GENRE:** Action

Pity the poor fools who try to try to make a portable Spider-Man game after the stellar PSone and PS2 Spidey titles! Surprisingly, this GBA webslinger ain't half bad in its own right—ol' Webhead can cling to walls and ceilings, swing from his web, and ensnare bad guys like flies. He even has his famous "Spider Sense," which alerts you to danger or hidden secrets. The animation is pretty good, too, and we especially like Spidey's aggressive running and web swinging movements.

The game stumbles in the control category, however; Spidey, like cheap cellophane, usually clings when you don't want him to. The game also suffers from way too many cheap hits and bizarre, maze-like levels with no basis in reality.

This portable Spidey is playable, but for some real web-swinging, check out the PS2 game instead.


Take to the skies in a 3-D mini-game.



The game includes famous villains not seen in the movie.

Spin webs, crawl walls, doing everything a spider can!

You gotta love a hero who provides his own sound effects.

HANDS ON
Handheld Reviews and Previews

PROs and CONs

- 180 new robots
- Bigger world
- Sparking system

- Uncomfortably similar to Pokémon

CONTROL
Moving around on the map screen and controlling your robot buddies couldn't be easier.

IMPACT
The jump to Game Boy Advance has resulted in improved graphics and sound.

LIFESPAN
Games like this ooze replayability because you just can't stop until you catch 'em all.

EXTRAS
Multiplayer mini-games and the ability to paint your robots is the icing on the cake.

NOW RATED
It may not be a genuine Pokémon sequel, but *Robopon 2* will keep you entertained until *Pokémon Advance* arrives.

B

REVIEWS
The Final Word on Handheld Gaming

Much like Pikachu is to Pokémon, Sunny the robotic rabbit is the game's mascot.

You can customize your bots down to their paint jobs.

Don't get lost while traveling though the huge world.

ROBOPON 2

PUBLISHER: Atlus **PLAYERS:** 1-4 **SYSTEM:** GBA **GENRE:** RPG

Like its predecessor, *Robopon 2* is best described as Pokémon with robots. The premise of the game is simple: Collect robots. Train robots. Battle robots. Repeat.

Like any good sequel, the game improves on the original in virtually every way. It contains more than 180 new robots and three times the amount of area to explore. Battles are also deeper because you can lead up to four robots into battle, instead of just one. Probably the best innovation, however, is a new "sparking" system that lets you randomly create new robots by combining different batteries.

The game has a lot of other little touches that RPG fans are sure to appreciate, like a save-anywhere command, auto battles and the ability transport yourself out of a dungeon at any time if you get in over your head. And because you're battling with robots instead of electrically charged rodents, you can paint them different colors, attach bigger and better parts, and install new software to make them more effective in battle.

On the down side, the robots don't have quite as much personality as your favorite pocket monsters, although the game's mascot (a robotic rabbit named Sunny) comes close. The random, unavoidable battles also get a bit tedious, as does having to talk to everybody in town before certain plot events occur. Still, there's much to like about this ambitious Pokémon knock-off.

Like any good RPG, there's ample towns to explore. Chat up the locals for clues.

Behold, the spark of life! It lives! My Robopon lives!

These little guys are so cute. Why must they fight?

REVIEW ARCHIVE

Missed our past issues? Here's how we ranked the best and the worst releases of the past six months.

PLAYSTATION 2

GAME	ISSUE	GRADE
007: Agent Under Fire	04	B
Air Blade	05	C+
Army Men RTS	07	B+
Baldur's Gate: Dark Alliance	03	A ☆
Batman: Vengeance	02	B-
Blood Omen 2	07	B-
Casper: Spirit Dimensions	02	D-
Crash Bandicoot: Wrath of Cortex	02	C-
Deus Ex	07	A ☆
Devil May Cry	02	A ☆
Dynasty Warriors III	03	B-
ESPN International Winter Sports 2002	05	B-
ESPN NFL Prime Time	04	C-
Eve of Extinction	07	D-
Fatal Frame	06	B
FIFA 2002	02	A- ☆
Final Fantasy X	03	A+ ☆
Giants Citizen Kabuto	04	C-
Gitaroo Man	05	B+
Half-Life	02	B-
Herdy Gerdy	07	C
High Heat MLB 2003	06	A- ☆
Hot Shots 3	06	A ☆
Jak & Daxter	04	A- ☆
Mad Maestro	07	B-
Maximo	06	A- ☆
Metal Gear Solid 2: Sons of Liberty	04	A+ ☆
Mister Mosquito	07	B
Mobile Suit Gundam: Zeonic Front	05	C-
Monsters, Inc.	06	B-
NASCAR Thunder 2002	02	A ☆
NFL 2K2	03	B+
NFL GameDay 2002	04	D
NHL Hitz 20-02	02	B
No One Lives Forever	06	C-
Okage Shadow King	02	C+
Pac-Man World 2	05	A- ☆
Parappa the Rapper 2	04	A- ☆
Pirates: The Legend of Black Kat	07	B
Rez	04	B
Shadow Hearts	05	B
Smuggler's Run 2: Hostile Territory	03	B+
Soul Reaver II	03	B
Splashdown	03	B
SSX Tricky	03	A ☆
Star Trek Voyager: Elite Force	05	D
Star Wars: Jedi Starfighter	07	A- ☆
Star Wars: Racer Revenge	06	B-
State of Emergency	06	C-
The Simpson's Road Rage	03	B
Tony Hawk's Pro Skater 3	02	A+ ☆
Top Gun: Combat Zones	02	C-
Virtua Fighter 4	06	B
WWF Smackdown!: Just Bring It	03	B

XBOX

GAME	ISSUE	GRADE
007: Agent Under Fire	07	A- ☆
All-Star Baseball 2003	07	B-
Azurik: Rise of Perathia	04	D-
Blood Wake	05	C
Cel Damage	03	B
Dark Summit	03	B
Dead or Alive 3	03	A- ☆
Fusion Frenzy	03	B
Genma Onimusha	05	B-
Halo	03	A+ ☆
Jet Set Radio Future	06	B+
Knockout Kings 2002	06	B
Mad Dash Racing	03	C-
Madden NFL 2002	02	A- ☆
NBA Inside Drive 2002	06	B
NFL Fever 2002	03	B
Oddworld: Munch's Oddysee	03	A ☆
Project Gotham Racing	03	A ☆
Shrek	03	D
Star Wars: Obi-Wan	04	C-
Tony Hawk's Pro Skater 2X	02	B+
Triple Play 2002	06	C
Wreckless: the Yakuza Missions	06	C+
WWF Raw	06	C

GAMECUBE

GAME	ISSUE	GRADE
Bloody Roar: Primal Fury	07	B
Crazy Taxi	04	B
Luigi's Mansion	02	B-
Pikmin	03	C-
Sega Soccer Slam	06	B+
Smashing Drive	06	D+
Sonic Adventure 2 Battle	05	C-
Star Wars Rogue Leader: Rogue Squadron II	03	A+ ☆
Super Monkey Ball	02	A ☆
Super Smash Bros. Melee	04	A+ ☆
Universal Studios Theme Park Adventure	05	D-
Wave Race: Blue Storm	03	B+

PLAYSTATION

GAME	ISSUE	GRADE
Digimon Rumble Arena	06	C-
Dragon Warrior VII	03	A ☆
Harry Potter and the Sorcerer's Stone	03	C+
Mega Man X6	04	D+
Monsters, Inc.	02	B-
Spider-Man Enter: Electro	01	C+
Syphon Filter 3	02	B+
Twisted Metal: Small Brawl	03	B+
X-Men: Mutant Academy 2	01	C-

GAME BOY ADVANCE

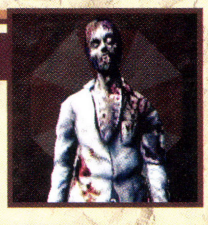
GAME	ISSUE	GRADE
Alienators: Evolution Continues	04	B-
Breath of Fire II	07	C
Broken Sword	07	B
Column's Crown	02	C+
Crash Bandicoot: The Huge Adventure	06	B
Dark Arena	06	C-
Doom GBA	03	A ☆
Eck's vs. Sever	02	A ☆
F-14 Tomcat	01	B+
Frogger: The Great Quest	07	C
Frogger's Adventures	02	B+
Golden Sun	03	A+ ☆
Gradius Galaxies	02	A ☆
Harry Potter and the Sorcerer's Stone	03	B-
High Heat MLB 2003	06	B
Hot Wheels Burnin' Rubber	02	D+
Inspector Gadget	06	C+
Jackie Chan Adventures: Legend of the Dark Hand	03	C
Jedi Power Battles	03	D-
Jurassic Park III: Island Attack	02	C
Jurassic Park III: Park Builder	02	B
Kao the Kangaroo	01	D
King of Fighter EX: New Blood	07	B-
Men in Black: The Series	02	F
Mortal Kombat Advance	05	D
Motocross Maniacs	06	B+
NBA Jam 2002	07	F
Planet of the Apes	04	C+
Planet Monsters	01	C
Prehistoric Man	01	B+
Puyo Pop	05	B
Road to Wrestlemania	03	C
Robocop	04	C-
Salt Lake 2002	04	C
Shaun Palmer's Pro Snowboarder	04	C
Sheep	06	C+
Shrek: Swamp Kart Speedway	06	F
Sonic Advance	05	A- ☆
Spyro: Season of Ice	02	B-
Super Bust-A-Move	04	C
Super Mario World	05	A+ ☆
Tactics Ogre: The Knight of Lodis	07	A ☆
Tekken Advance	05	B
Tony Hawk's Pro Skater 3	07	A- ☆
Wario Land 4	03	A ☆
WTA Tour Tennis	07	B+
X-Men: Reign of Apocalypse	01	D+
Zone of the Enders: The Fist of Mars	05	C-

GAME BOY COLOR

GAME	ISSUE	GRADE
Harry Potter and the Sorcerer's Stone	03	A ☆
Tetris Worlds	03	C-

Enemy Chart

Zombie



Recommended Weapon: Beretta M92F
Appears In: Mansion, Courtyard, Residence, Lab

Strategy: It's best to run past zombies when you have the opportunity. If you drop one to the ground but don't burn its body or decapitate it, you've just created yet another enemy for yourself to deal with—the Crimson Head. Only zombies in absolutely critical positions should be killed and then subsequently burned.

Crimson Head

Recommended Weapon: Defensive Item/Shotgun
Appears In: Mansion, Courtyard, Residence, Lab

Strategy: If you play it smart, you'll only have to fight a single Crimson Head throughout the entire game. If you forget to burn up zombie corpses, however, then you better have a supply of Flashbangs or Stun Guns ready. Headshots with the Shotgun also work well, although sometimes they're difficult to land.

Cerberus

Recommended Weapon: Beretta M92 / Shotgun
Appears In: Mansion, Courtyard

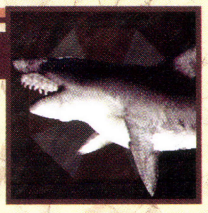
Strategy: Dogs were always a bit easy in past RE games, but we're glad to report that they've been enhanced for *RE: GameCube*. Pistol shots do not knock them back, and their pounce animation will slam you to the floor in a matter of seconds. Your best defense is to take out a group of them with a single shotgun blast.

Crows, Adders & Bees

Recommended Weapon: Avoid / Beretta M92
Appears In: Mansion, Courtyard, Residence, Altar

Strategy: All three of these enemies fall into the "nuisance" category, meaning you should run away from them as opposed to busting out the serious firepower. If you're forced to fight 'em for any reason, the Beretta M92F does the job in one or two shots. (Note: Adders will poison you after several bites, so be careful.)

Neptune (Mini)



Recommended Weapon: Avoid / Shotgun
Appears In: Residence

Strategy: Neptunes don't pose much of a threat, but they swim fast and inflict solid damage if they connect. If you run along the side of the tank at full speed, you should only take a single hit before you make it to the control room. The only way to get killed by the Neptunes is if you jump in the water.

Spider

Recommended Weapon: Grenade Launcher/Shotgun
Appears In: Mansion, Residence, Courtyard

Strategy: To avoid getting poisoned, it's best to engage Spiders from as far away as possible, even off-screen if the opportunity presents itself. Always hit them with something hard, then finish them off with pistol rounds. (Note: Sometimes the abdomen of a dead Spider can poison your character. Avoid them.)

Hunter

Recommended Weapon: Grenade Launcher/Shotgun
Appears In: Mansion, Courtyard

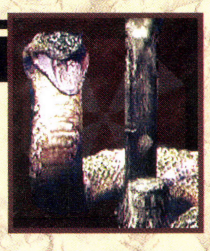
Strategy: Luckily, Hunters aren't the decapitating fiends that they were in the original *Resident Evil*. The Hunters in this game are like the ones in *Code: Veronica*—they dish out only moderate damage and rarely go for the beheading. With the lock-on feature, they're very easy to kill with the Shotgun.

Chimera

Recommended Weapon: Shotgun
Appears In: Lab

Strategy: The shotgun pounds Chimeras into a pulp, but remember that you might need to adjust your muzzle up or down because they don't always stand upright. Try not to hover underneath them when they're crawling on the ceilings or you'll get locked in their torture animation, sustaining heavy damage.

Yawn (Giant Snake)



Recommended Weapon: Grenade Launcher/Shotgun
Appears In: Mansion

Strategy: Taking a hit from the giant snake in the first encounter will poison you, opening up a new sequence where you'll have to fetch Serum before continuing on with the game. The second encounter is easy if you just follow the tip of its tail, pivoting and releasing a few rounds every few steps. The auto-lock feature ensures 100-percent accuracy.

Lisa Trevor

Recommended Weapon: N/A
Appears In: Courtyard, Altar

Strategy: Lisa's superhuman immune system combined with the adverse effects of years and years of experiments make for an almost invincible foe. She CAN be killed by other means, although it's best to not waste ammo of any type on her. (Spoiler! During your third encounter, the only way to take her out for good is by pushing all four coffin stones into the void.)

Plant 42

Recommended Weapon: V-Jolt / Shotgun
Appears In: Residence

Strategy: Mixing up V-Jolt and dumping it into the roots of Plant 42 is optional, but it does let you take this beast out without wasting a single round of ammunition. Of course, you can always just storm into the room and blast the upper part of the plant with your Shotgun. Make sure to only attack when the "husk" is opened.

Neptune (Large)

Recommended Weapon: N/A
Appears In: Residence

Strategy: To kill the large Neptune, you'll need to first drain the tank and get up alongside its platform. Once you're there, push the transformer into the water and then throw the switch on the control panel nearby. That's a solid 200,000 volts running through its body, so we think it's safe to say it won't be bothering you anymore.

Black Tiger

Recommended Weapon: Flamethrower/G. Launcher
Appears In: Courtyard

Strategy: With Chris, just bounce in with the Flamethrower and start lightin' the place up. With Jill, though, you'll want to keep a Blue/Green Herb handy along with a decent supply of Grenade Rounds. Focus on taking out Black Tiger as quickly as possible so as to reduce the amount of time you spend poisoned.

Tyrant 002

Recommended Weapon: Magnum/Rocket Launcher
Appears In: Lab, Helipad

Strategy: The only weapon worth a damn against Tyrant is the magnum. You can fiddle around with the shotgun or grenade launcher if you want, but the magnum puts him down quickly. The first version takes five to six shots, and the second version takes 11-12 shots. (Note: If you get Barry's .44 Magnum, Tyrant only takes ONE shot!)

Critical Item Chart

All item labels are shown in black, unless the item is in a different location for both Jill and Chris. If they are in different locations, the BLUE labels are for Jill, and the GREEN labels are for Chris.

Combat Knife
Location: Default
Rate of Attack: Very slow
Damage: Minimal
Max Capacity: N/A

Assault Shotgun
Location: Mansion 2F (p. 72) / Residence B2 (p. 76)
Rate of Attack: Average
Damage: High
Max Capacity: 10

Flamethrower (Chris only)
Location: Courtyard B2 (p. 77)
Rate of Attack: Very Fast
Damage: Very low
Max Capacity: 100%

Rocket Launcher
Location: Helipad (p. 80)
Rate of Attack: Very slow
Damage: Wowza!
Max Capacity: 4

Beretta M92F
Location: Default / Mansion 1F (p. 71)
Rate of Attack: Average
Damage: Moderate
Max Capacity: 15

Grenade Launcher (Jill only)
Location: Mansion 2F (p. 72)
Rate of Attack: Slow
Damage: High
Max Capacity: N/A

Derringer
Location: Residence 1F (p. 75)
Rate of Attack: N/A
Damage: Very High
Max Capacity: 1

Samurai Edge (.40 S&W M92)
Location: Secret Weapon (p. 81)
Rate of Attack: Very Fast
Damage: Moderate
Max Capacity: Unlimited

Remington Shotgun
Location: Mansion 1F (p. 71)
Rate of Attack: Average
Damage: High
Max Capacity: 6

Colt .357 Magnum
Location: Courtyard 1F (p. 74)
Rate of Attack: Average
Damage: Very High
Max Capacity: 6

Barry's .44 Magnum (Jill only)
Location: Altar B2 (p. 78)
Rate of Attack: Average
Damage: Very, very high
Max Capacity: 6

Anti-Tank Rifle
Location: Secret Weapon (p. 81)
Rate of Attack: Average
Damage: Very, very high
Max Capacity: Unlimited

Lockpick (Jill only)
Location: Mansion 1F, p. 71
What It Does: Lets Jill pick locks that take Small Keys.

Dog Whistle
Location: Mansion 2F, p. 72
What It Does: Use this on the M1F terrace to call the dogs.

Death Mask #1
Location: Mansion 1F, p. 71
What It Does: Place this mask in its slot on Mansion B1.

Serum
Location: Mansion 1F, p. 71
What It Does: Cures poison status from Yawn (the giant snake).

Golden Shield
Location: Mansion 1F, p 71
What It Does: When swapped, this opens the grandfather clock.

Wind Crest
Location: Mansion 2F, p. 72
What It Does: Place this in the gravestone out in the courtyard.

Red Book
Location: Residence 1F, p. 75
What It Does: Use this to solve the puzzle that leads to Plant 42.

Insect Spray
Location: Residence 1F, p. 75
What It Does: Spray through the crack to kill the bee's nest.

Red, Blue & Yellow Gems
Location: R- p. 72, Y- p. 72, B- p. 71
What They Do: R- Used to unlock Mansion Key puzzle box, Y&B- Used on the tiger statue on Mansion 1F.

Mansion Key/Box
Location: Mansion 1F, p. 71
What It Does: Use this key on the M1F door with the crest on it.

Mansion Crest Frame
Location: Courtyard B2, p. 78
What It Does: Combine this with Mansion Crest #2 to complete it.

Fuel Tube
Location: Lab B3, p. 79
What It Does: When filled, it's used to power the elevator controls.

Green Arrow Tip/Arrow
Location: Mansion 2F, p. 72
What It Does: Reveals the secret passage in the graveyard.

Oil Flask
Location: Mansion 1F, p. 71
What It Does: Stores oil that's used to burn bodies of zombies.

Death Mask #2
Location: Mansion 2F, p. 72
What It Does: Place this mask in its slot on Mansion B1.

Music Notes
Location: Mansion 2F, p. 72
What It Does: Combine this with the Moonlight Sonata.

Shield Key
Location: Mansion 1F, p 71
What It Does: Unlocks all "shield" marked doors.

Mansion Crest #1
Location: Mansion B1, p. 73
What It Does: Bypasses the lock from mansion to the courtyard.

001 Key
Location: Residence 1F, p. 75
What It Does: Unlocks the door on R1F marked "001."

003 Key
Location: Residence 1F, p. 75
What It Does: Unlocks the door on R1F marked "003."

Eagle & Wolf Medals
Location: Eagle: p. 71, Wolf: p. 72
What They Do: These drain the water in the C1F pond.

Crank #2
Location: Courtyard B1, P. 77
What It Does: Controls all walkways in the courtyard.

Slide Cartridge
Location: Lab B2, p. 79
What It Does: Use this in the slide projector to get the code.

Wesker's Key (Jill only)
Location: Lab B4 (ending #5), p. 80
What It Does: Unlocks Chris' cell and the emergency door.

Sword Key/Curse Book
Location: Mansion B1, p. 73
What It Does: Unlocks all "sword" marked doors.

Fake Armor Key/Collar
Location: Mansion 2F, p. 72
What It Does: Place this key in place of the real one on Mansion 3F.

Death Mask #3
Location: Mansion 1F, p. 71
What It Does: Place this mask in its slot on Mansion B1.

Moonlight Sonata
Location: Mansion 1F, p. 71
What It Does: Use the full score on the piano to open a secret room.

Rusty Shotgun
Location: Mansion 1F, p 71
What It Does: Swap this for the real shotgun to bypass the trap.

Sun, Moon & Star Crests
Location: Courtyard 1F, p. 74
What They Do: Put 'em into the gravestone to get the magnum.

Control Room Key
Location: Residence 1F, p. 75
What It Does: Unlocks the Control Room past the Neptunes on RB1.

Helmet Key
Location: Residence 1F, p. 75
What It Does: Unlocks all "helmet" marked doors.

Battery
Location: Mansion 2F, p. 72
What It Does: Use this to power the courtyard elevator.

Fuse Shaft
Location: Courtyard B1, p. 77
What It Does: Combine this with the Fuse Plug to make the Fuse.

X-Ray 1 & 2
Location: Lab B3, p. 79
What It Does: Mount these on the wall to get the computer code.

Energy Cell
Location: Lab B1, p. 79
What It Does: Use this to power the very last elevator on Lab B1.

Lighter (Default for Chris)
Location: Mansion 2F, p. 72
What It Does: Use this to light oil, fireplaces and candles.

Chemicals
Location: Mansion 1F, p. 71
What It Does: Use this to kill the weed living in the fountain.

Death Mask #4
Location: Mansion 2F, p. 72
What It Does: Place this mask in its slot on Mansion B1.

Wooden Shield
Location: Mansion 1F, p. 71
What It Does: Swap this with the Golden Shield to raise the door.

Bee/Golden Bee/Hook
Location: Mansion 2F, p. 72
What They Do: Combine these items to get the Wind Crest.

Crank #1
Location: Courtyard 1F, p. 74
What It Does: Controls the level of water in the courtyard pool.

Gallery Key
Location: Residence B2, p. 76
What It Does: Use this to unlock the door on R1F marked "Gallery."

Mansion Crest #2
Location: Mansion 1F, p. 71
What It Does: Combine this with the M. Crest Frame to complete it.

MO Discs 1, 2 & 3
Location: 1: p.71, 2: p.79, 3: p.79
What They Do: Each disc unlocks 1/3 of the jail cell control panel.

Fuse Plug
Location: Courtyard B1, p. 77
What It Does: Combine this with the Fuse Shaft to make the Fuse.

Power Room Key
Location: Lab B2, p. 79
What It Does: Unlocks the two powered doors on Lab B3.

Flare Kit
Location: Helipad, p. 80
What It Does: Gives Brad (the helicopter pilot) your position.

SPOILER ALERT! The following text will ruin the game for you! SPOILER ALERT!

Secrets and Extras

Multiple Endings

There are a total of 10 different endings in *RE: GameCube*. This quick-reference chart shows you exactly how to earn all of them.

Chris Redfield

❶ Best Ending: Save Jill & Rebecca
To earn this ending, save Rebecca from the Hunter in the Mansion 2F Library, and don't let her get gaffled by Tyrant on the Helipad. You'll need to collect all three MO Discs and insert them into the proper computer terminals, er... GameCubes... inside the Lab. Remember: If you don't manually release Jill from her cell, you will not "save" her in the ending.

❷ Good Ending: Save Jill
There are two ways to do this, but both of them lead to the same exact ending cinema. The first way is to NOT save Rebecca from the Hunter in the Mansion 2F Library. Just never go in there, and she'll die a horrible death. The second way is to let Tyrant skewer her with its claw during the final battle, which for some twisted reason is fun to watch.

❸ Poor Ending: Save Rebecca
Instead of collecting all the MO Discs and unlocking Jill's lockup, simply avoid this whole sequence. You still need to save Rebecca from the Hunter, and don't forget to also keep her alive during the final battle with Tyrant. *(Note: This CG cinema contains some bonus dialogue between Becca and Chris. It's worth a look.)*

❹ Despicable Ending: Save No One
To earn this one, you'll need to consistently demonstrate complete disregard for your teammates lives. Let Rebecca get mauled by the Hunter early on (or toasted by Tyrant on the roof), and don't even bother with the MO Discs to save Jill. This is a truly depressing ending, although the actual cinema is only slightly different.

Jill Valentine

❶ Best Ending: Save Chris & Barry
To save Barry, you'll need to give him his gun when he asks for it, and also prevent him from being skewered by Tyrant on the Helipad. Rescuing Chris is simply a matter of putting all three MO Discs into their respective drives.

❷ Good Ending: Save Chris
Save Chris by doing the whole MO Disc sequence. Instead of keeping Barry alive on the Helipad, let him get jacked by Tyrant. Make sure he's actually skewered, not just injured.

❸ Poor Ending: Save Barry
Keep Barry alive during the final Tyrant battle, but don't bother with any of the MO Discs to save Chris. *(Note: This CG cinema includes some interesting scenes between Jill and Barry. Check it out.)*

❹ Despicable Ending: Save No One
Like it sounds, you'll need to let Barry get skewered by Tyrant and avoid the MO Disc sequence.

❺ Save Chris, Evil Ending
The key to this ending is to NOT give Barry his gun during the climactic Lisa battle. You'll view a completely different cinema with Wesker in the Tyrant lab, and afterward you'll grab Wesker's Key for the lockup. Release Chris from his cell and you'll see that there will be NO self-destruct sequence and you will NOT fight Tyrant on the Helipad. This is one of the better CG cinemas.

❻ Save No One, Evil Ending
Use the same method as number five, but don't use the Cell Key to manually release Chris from the lockup. The actual CG cinema is only slightly different.

*Secret Modes

We purposely left out an explanation for the "Once Again" mode because it replaces the regular game on your second play-through. In addition to changing the name of the regular game to Once Again, you'll get a new title screen as well. The (❶) is the original title screen, and (❷) is after you've completed the game once.

Real Survivor

How Do I Unlock It? Complete the game once with either character. The game must be on the "Normal" difficulty setting.

What Is It? This is the regular game on an insanely hard difficulty. The enemies are tougher, there is less ammo, and there are fewer health items. Your weapon targeting no longer "auto-tracks," and the Item Boxes are no longer magically interconnected.

Invisible Enemy

How Do I Unlock It? Complete the game on "Normal" twice with the same character.

What Is It? Just like it sounds, all of the enemies are now invisible. The sounds are still in place, so you can do at least a little bit of audible tracking. You really need to master all enemy locations to have a shot at completing this mode. The trick is finding out which ones you actually NEED to kill.

One Dangerous Zombie

How Do I Unlock It? Complete the game on "Normal" with both Chris and Jill.

What Is It? Once unlocked, this mode will overwrite your regular game mode. So if you go to the "Once Again" option, you'll automatically be entering it. The object is the same as the regular game, except there's one very special zombie who's out to get you. He appears every so often and he can't be killed.

*We used screens from the import version due to a tight deadline. The domestic version of RE contains the same modes.

The Wardrobe Room

New costumes are unlocked each time you beat the game, and there are only two secret costumes per player. When you reload the save data, you'll find the **Wardrobe Key** in your item box, which is used to enter the Wardrobe Room shown to the right. Once inside, you can freely change outfits as you please.

Chris Redfield

❶ S.T.A.R.S. Uniform (default)
❷ Snowboarding Outfit (1st completion)
❸ *RE: CV* Outfit (2nd completion)

Jill Valentine

❶ S.T.A.R.S. Uniform (default)
❷ Olga's Outfit (1st completion)
❸ *RE³* Outfit (2nd completion)

Rebecca Chambers

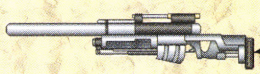
Rebecca's secret cowgirl outfit is unlocked automatically when you earn your first costume with Chris.

Secret Weapons

There are two secret weapons to unlock, both of which have unlimited ammo. Once unlocked, the weapons are usable by either Chris or Jill, but only in the Once Again mode.

❶ Samurai Edge (.40S&W M92F)
You must complete the game on Normal, under FIVE hours, with the BEST possible ending. Use our ending chart above to see what the best endings are for Chris and Jill.

❷ Anti-Tank Rifle
You must complete the game on Hard, under THREE hours, with ANY ending. We recommend getting the worst ending because it's the fastest.



Unintended Consequences

• Around the corner from the safe room is a large industrial area. Work your way past the Chimeras and grab the **Fuel Tube** from its housing. It's empty, so you'll need to refill it before you get the elevator powered up and ready to go.

• There are a limited number of Chimeras in this area, so it is possible to clear the section out. We recommend this only if you've got a real surplus of shotgun shells on hand.

Grab the Fuel Tube from this power unit. Refill the tube and then return it.

Puzzled? *Here's your solution!*

Bring the Fuel Tube back to the room where you found the Slide Cartridge and insert it into the re-fueling tank. When it's full, take the Fuel Tube back to its original receptacle (in the industrial area), but **DO NOT** run with it. The chemical used to charge the tube is very volatile and will explode (killing your character) if shaken for too long a period. Once it's back in its slot you'll power up the elevator controls. Activate the lift and get going!

Insert the Fuel Tube into this machine to refill it. Heed the warning labels, please!

Optional Puzzle *The Jail Cell*

• (Skip over this puzzle box if you're heading straight for the final battle. Saving either Chris or Jill is entirely optional.) Place each of the three discs into the stations as pictured to the right. (We labeled these locations on our maps for easy reference.) Each disc unlocks one third of the master lock, and when all three locks are cleared, the passageway to the jail cell opens up. Swing by before the final ascent to the Helipad.

All three MO Disc stations are labeled on our maps. Use them in any order you please.

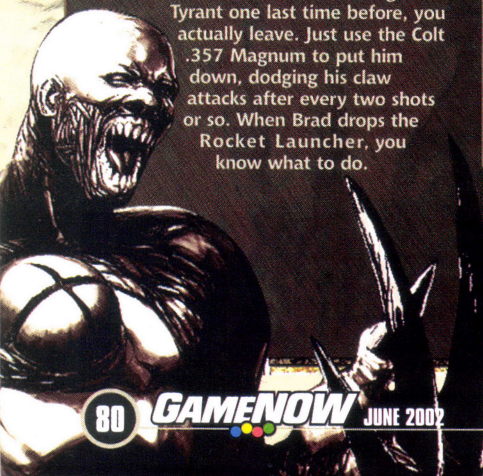
The Final Encounter *Battle with Tyrant!*

• Depending on what you've done up to this point and which character you're playing, this entire sequence will be different. If you've got the Colt .357 Magnum, it's a matter of popping off five quick shots to put Tyrant down. If you brought the shotty, then you'll probably need to duck and weave between the containment units after each shot. Once Tyrant's down, flip the switch against the rear wall to unlock the door.

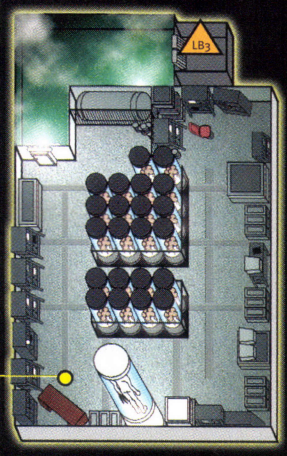
• Up top, use the **Flare Kit** to send a signal to Brad. You'll have to fight Tyrant one last time before, you actually leave. Just use the Colt .357 Magnum to put him down, dodging his claw attacks after every two shots or so. When Brad drops the Rocket Launcher, you know what to do.

The Assault Shotgun works well, but the Colt .357 Magnum works even better.

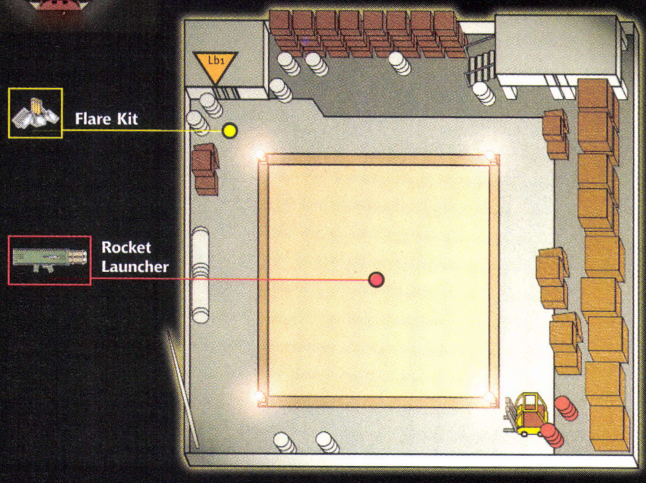
And yes, Defensive Items do work against Tyrant. Lets just hope you don't need 'em!



Lab: B4



Helipad

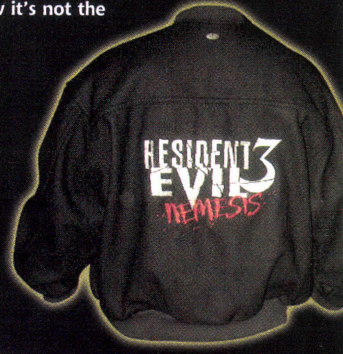


Map Key LB3 Lab B3 LB1 Lab B1

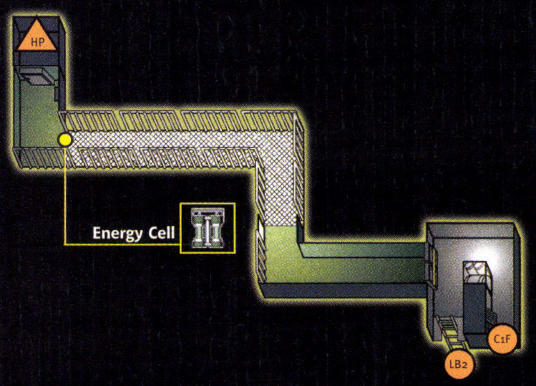
Fan Challenge!

Alright kids, this is your chance to prove yourselves. The first person to successfully e-mail us at Game_Now@ziffdavis.com with the correct answers to the following five questions will win that really swanky RE3 jacket shown below. We know it's not the perfect prize, but it's a free jacket, darnit!

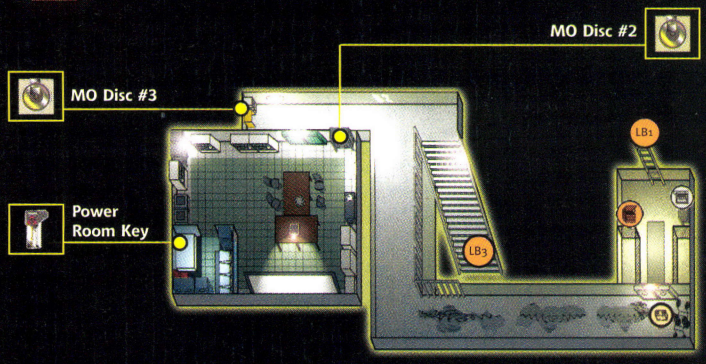
1. What does "S.T.A.R.S." stand for?
2. Who is the "One Dangerous Zombie"?
3. In this game, what is the one file that only Jill can pick up?
4. What is a "yellow fizzie"?
5. What two in-game items contain the inscribed phrase: "While there is life there is hope"?



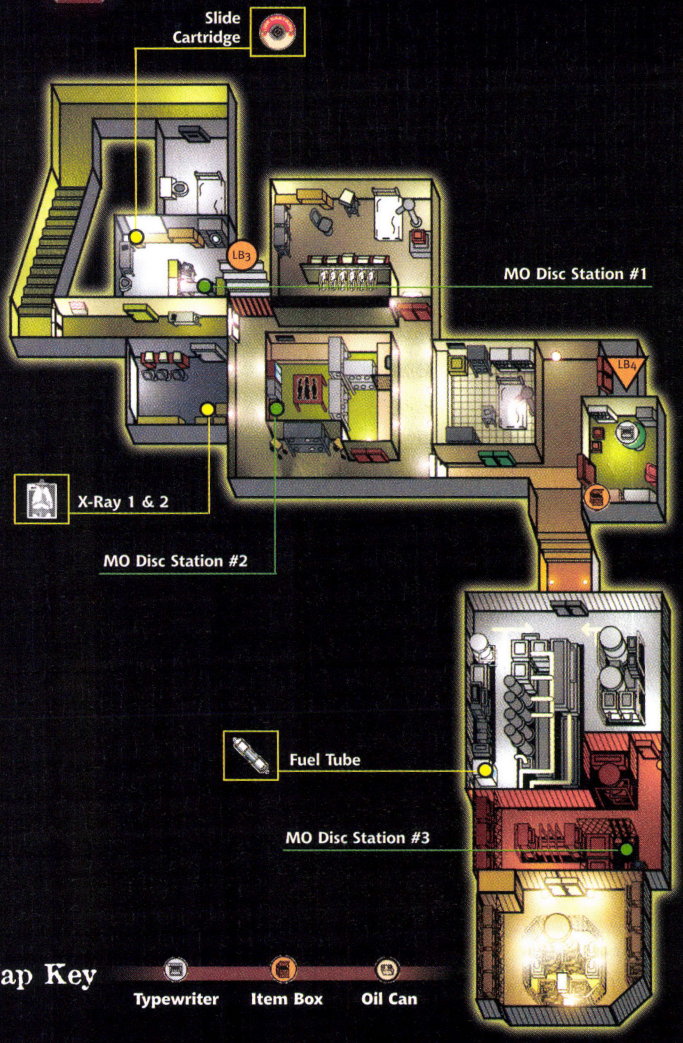
Lab: B1



Lab: B2



Lab: B3



Map Key

Typewriter | Item Box | Oil Can

HP Helipad | M1F Courtyard 1F | LB4 Lab B4 | LB3 Lab B3 | LB2 Lab B2 | LB1 Lab B1

Close Encounters

Stop to shoot only when Yawn is several meters away.

• With both Mansion Crests in hand, head up to the Mansion 3F to unlock the door with your Helmet Key. Take out the giant snake once and for all by strafing around the center bookshelf, stopping to shoot only when you're sure of its position. When you kill it, you'll find the **Wolf Medallion** hidden inside the blue book that's behind the bookshelf.

• Take both medallions and both crests to the door underneath the main staircase of the mansion (where you started). Insert the two Mansion Crests into the slots to unlock the door leading down to the altar. After making a save with the typewriter in the altar hallway, you should equip a single healing item and dash down the stairs. We don't want to spoil this next sequence for you—mainly because it's SO damn cool—but we will tell you that the only way to defeat Lisa is to push the four stones off the ledge, detaching the lid from the coffin. If you're playing as Jill, remember that the decision you make with Barry *will* influence the ending you receive. (See our endings section for details.)

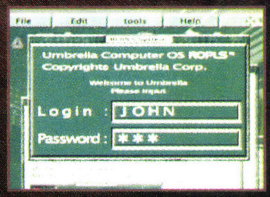
• Continue forward and place both the Eagle and Wolf Medallions into their proper slots—it's pretty obvious where they go—then enter the lab area using the lift.

The Lab

• Your first mission is to head down to investigate the computer terminal.

Puzzled? *Here's your solution!*

You'll get the first two computer passcodes from a file in the x-ray laboratory. At the very end of the file it tells you that the login is "**JOHN**" and the password is "**ADA**." The second password is found by hanging the two x-rays on the wall. Once they're up, flip the switch on the back wall to observe the four organs that light up. Take the first letter of each organ and you'll get your second password, **CELL**. (On subsequent play-throughs, put these codes directly into the computer to save time.)



The login is "JOHN" and the password is "ADA." The second password is "CELL."

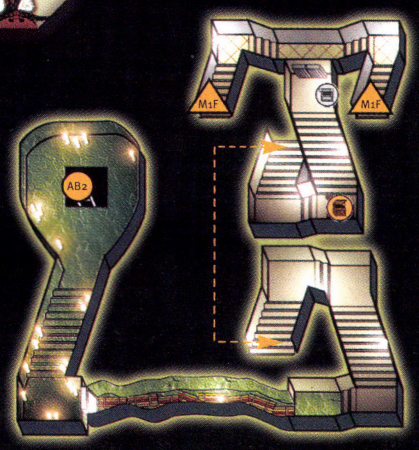
• After you've unlocked both doors, head across the way to grab the **Slide Cartridge**. Bring this up to Lab B2 and place it in the slide projector to get the code for the secret door. If you're trying to save time, the code is **8462**. Make sure to grab the **Power Room Key** along with **MO Discs #2** and **#3** before leaving.

• Take the Power Room Key over to the two doors shown in the picture to the right and unlock them.

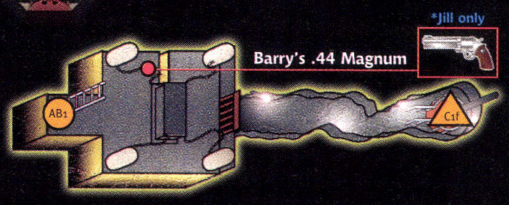
Use the Power Room Key to unlock both of these doors.

Courtyard: B2

Altar: B1



Altar: B2



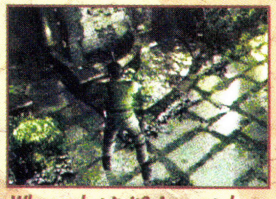
Map Key

CB1 Courtyard B1 | M1F Mansion 1F | CB1 Altar B1 | C1F Altar B2 | Typewriter | Item Box

Exploring The Depths

• With the Mansion Key in hand, head over to the last locked door on the first floor to get **Mansion Crest #2**. And by the way, you'll need to flip on the lamp in order to find the items in this room. (Note: If you're playing Chris, you'll have the option to run upstairs to rescue Rebecca from the Hunter.)

• Grab the Battery and the Crank #1 from your box and jog to the courtyard. Use the Battery to power the elevator, then run back around and use the Crank to raise the water level. When you do, you'll reveal a secret door behind the waterfall that you can now access with the elevator.



Whoa, what is it? A secret door behind the waterfall?

• Meet up with Enrico to find **Crank #2**, then use it to spin the c-shaped rock formation near the item box before you make your quick save. You'll need to dodge this next boulder Indiana Jones-style, so be on your toes. Playing as Chris, grab the **Flamethrower** from the mount before you head in to fight Black Tiger. Playing as Jill, bring the Grenade Launcher. Either way, if you unload on Black Tiger from the moment you walk in the door, it will fall quickly. Use the **Combat Knife** to clear the webs from the door.

Puzzled? *Here's your solution!*

To complete this puzzle, you'll need to first push the statue as shown in the picture. Use the Crank to extend the statue, then use it again to retract the block. Once it's out in the open, push it on top of the center tile and it will rotate 90 degrees. Push it off, then back on again and it will rotate another 90 degrees. Once it's facing the back wall, push it into its slot and you'll expose the **Fuse Plug**.

Use Crank #2 to push this statue out into the middle.

Getting What You Came For

• Trek back to the lift (in the room with the control panel) and combine the Fuse Plug with the **Fuse Shaft**. If you inspect the new item, you'll be able to get the passcode for the elevator, which is **4231**. Insert the Fuse and punch in the code to activate the lift.

• When you arrive below, head through the first door and grab the goodies from atop the crates in the corner before starting a fairly complex puzzle.

Puzzled? *Here's your solution!*

Because this puzzle is actually three or four smaller puzzles all interconnected, we broke it down step by step.

1. Push the crate onto the lift. Use the controls to send the crate downstream.
2. Backtrack all the way to room with the lift leading down from Courtyard B1.
3. Find the crate and push it to the compactor to smash it.
4. Grab the **Broken Flamethrower** and bring it back into the room with Lisa.
5. Flip the switch as shown in the pic.
6. Quickly run to the door with the wall mount and use the Broken Flamethrower to unlock it.

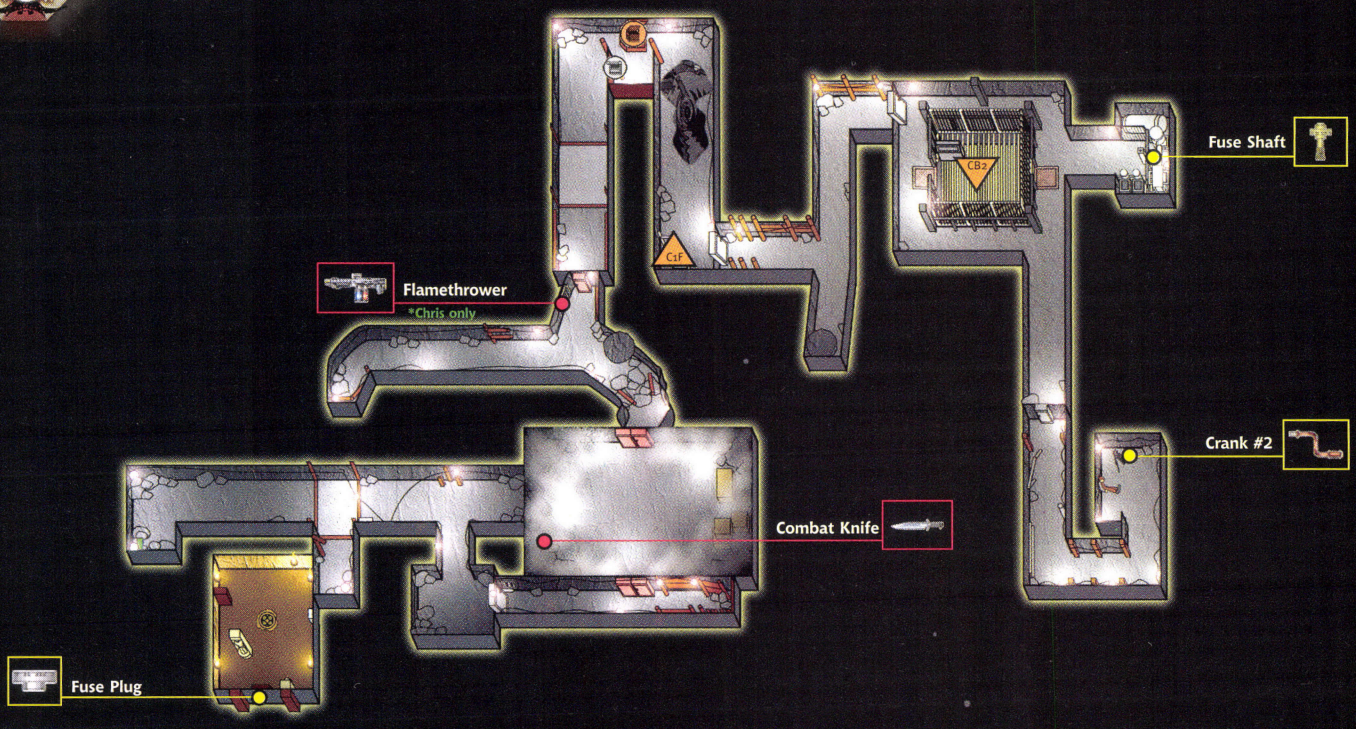
After you have worked your way through Lisa's quarters, grab the **Mansion Crest Frame** from her desk.

Grab the Broken Flamethrower from the wreckage.

Flip this switch to activate the wall mounts.

• Combine the Mansion Crest Frame with Mansion Crest #2 to complete it, then head back (through the courtyard) for the mansion. Make sure to grab **Mansion Crest #1** from the wall mount on your way through the hallway.

Courtyard: B1



Map Key

C1F Courtyard 1F | CB2 Courtyard B2 | Typewriter | Item Box

Return to The Mansion

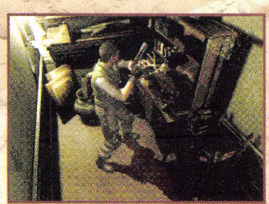
• Remember the room on the second floor of the mansion where you found the Wind Crest? Well, head around the corner from it and you'll find a Helmet Key door along with your next puzzle.

Puzzled? *Here's your solution!*

YOu can push the statue in between the opposing walls even as they're closing on you. As long as you're behind the statue, you will NOT get crushed. When you nudge the statue up against the back wall, walk around to the other side of the wall and push the button to reset the trap. Next, run back to the statue and push it on top of the square tile to raise the secret passage. Inside you'll find the red book containing the Eagle Medallion.

Push the second statue on top of the square tile. It will automatically lock into place.

• Work your way through the dark and damp basement hallway area, taking out the Spiders from long range if possible (it's nice if you can get through this sequence without getting poisoned). When you reach the control panel for the elevator, switch it to the "on" position. (Note: This controls the power to the elevator in the kitchen, which is just around the corner.)



Don't leave this area without taking the Battery from this pile of junk in the closet.

• Now that the elevator in the kitchen works, you'll be able to ride it to the second floor, where you'll find the **Battery.** There's some ammunition and a few herbs scattered around the perimeter, which you should grab only if you have the space for them after you've taken the Battery. Leave this area through the door nearest to the closet to get back in the main hallway on the second floor of the mansion. There's just a few more things to do before heading down to the lower depths of the courtyard.

Quest For The Crest

• When you're ready, use the Helmet Key on last door in this area.

Puzzled? *Here's your solution!*

In order to get the gems you'll need to "fake out" the eagle that's mounted on the wall. First, push the two dressers against the walls. Next, flip the light switch off and run all the way to one side of the room. Since the eagle follows you, you'll need to make a mad dash for the other end of the room and then quickly climb the dresser to grab the gem. Make sure you get both the **Red** and **Yellow Gems** before leaving.

Snag the two gems when the eagle isn't pointed at you.

• Using the Yellow Gem on the tiger statue is optional, but recommended if you're going for the best ending. This is where you'll get **MO Disc #1.**

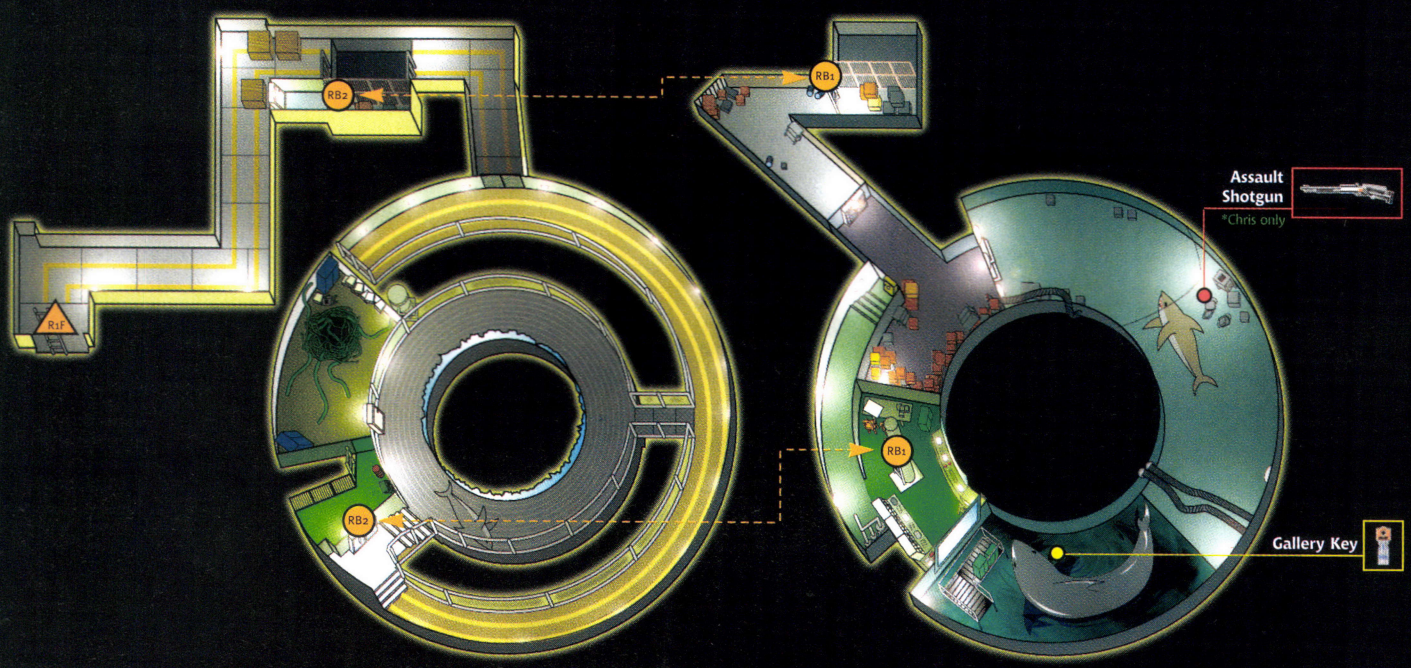
• Take the Helmet Key down to the main hall on the mansion first floor. There's still one last door on the eastern side of the room that's unexplored. Unlock it and get the **Puzzle Box.** In order to get what's inside, you'll need to complete a brief but somewhat frustrating puzzle.

Puzzled? *Here's your solution!*

First, make sure to combine this puzzle box with the Red Gem. You'll need to place all five shards into the octagon-shaped receptacle as shown in the picture to the right. Use the L and R buttons to rotate the pieces to fit. Leave enough room around each individual piece, or you'll find yourself a few millimeters short for the very last piece. When you complete the puzzle, you'll get the **Mansion Key.**

Match up all five of the metal shards as shown to unlock the puzzle box.

Residence: B1 - Residence: B2



Map Key

R1F Residence 1F | RB1 Residence B1 | RB2 Residence B2

Plant 42

• With all the Bees out of the way, grab the **003 Key** from the desk underneath the hive. Use this to unlock the 003 door around the corner where you'll deal with your final puzzle before fighting Plant 42.

Puzzled? *Here's your solution!*

You'll need the Red Book that you found in the billiard room to complete this puzzle. If you don't have it on hand, run back and grab it. Place the books into the shelf and line them up as follows:

1. Switch #1 with #4.
2. Switch #2 with #6.
3. Switch #3 with #7.

This opens the secret passage to Plant 42.

The object is to create the image strewn across all seven books as shown above.

• If you haven't used an Ink Ribbon in a while, you might want to do so before you go through the door to fight Plant 42. Also, it's advisable to bring an herb of some type along with you since it's almost impossible to inflict damage without taking at least a few whips from its tentacles. (Note: There is an alternate way to take out Plant 42, as shown in the next sidebar on the right side of this page.)

Don't go near the edge or Plant 42 will knock you down to the ground, Spaceman-style.

• The best method against Plant 42 is to run up to the top ledge and blast it with your shotgun. Make sure to only attack the pinkish center area when the protective husk is open, and even then, only put in one or two shots before moving to a different area. If you sit in one spot for too long, Plant 42 will knock you silly.

• Don't forget to grab the **Helmet Key** from the fireplace against the eastern wall. With this, it's time to head back to the mansion for a few final tasks.

Killing Plant 42 With V-Jolt *(Jill only)*

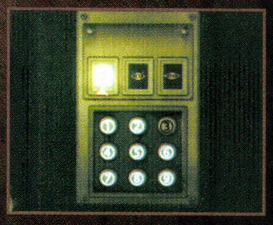
• The following method is used as a replacement to the previous strategy. On the Normal difficulty setting (which is what this guide is written for), this sequence is only available for Jill.

Puzzled? *Here's your solution!*

Follow the pattern shown in the captioned screen shot to the right to get inside the chemical storage room. Once inside, pick up the glass vials and start mixing chemicals like crazy. Each chemical has a number written on it that equals its "value." Our goal is to make a final mixture with the value of 20. Here's what you do:

1. Mix water with #3 to get 4.
2. Mix 4 with #6 to get 10.
3. Mix water with #6 to get 7.
4. Mix the 10 and the 7 to get 17.
5. Last, mix #3 with the 17 to get V-Jolt.

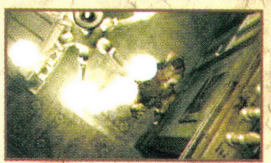
Bring the completed mixture down to Residence B1 and pour it into the plant's roots. You'll now see a different cinema with Plant 42.



The lanterns represent the pool ball colors: RED is 3, ORANGE is 5, and GREEN is 6. Match up the eyeballs underneath the colored lanterns with the key panels on the door to input the code. (The code changes every time, but always involves 3, 5 and 6.)

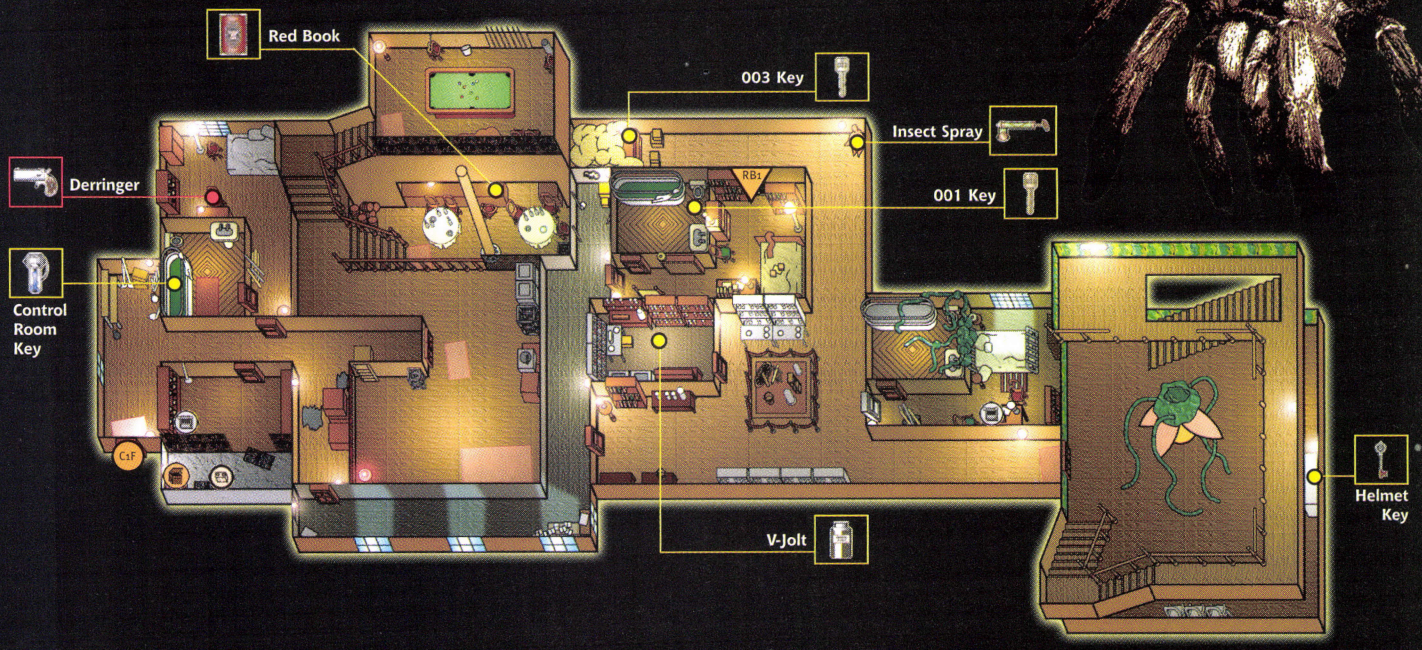
• On your way back to the mansion you'll find a small care package left by Wesker in the garage area. The **First Aid Spray** and **Defensive Item** are especially important.

• Once inside the mansion, your first stop should be the safe room. Unfortunately, you'll soon be treated to a cinema introducing your favorite pal, the Hunter.



Er, that's like too close for comfort, don't ya think?

Residence: IF



Map Key

C1F Courtyard 1F | RB1 Residence B1 | Typewriter | Item Box | Oil Can

Exploring the Residence

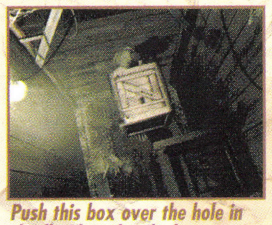
• Your first stop is the safe room, where you'll find assorted goodies along with a kerosene can to refill your Oil Flask. Remember that on the Normal difficulty setting, kerosene cans only hold FIVE charges before they're empty. This is critical because there are a heck of a lot more zombies than there are oil charges.

• Around the corner from the safe room you'll find a whole slew of **Blue Herbs**, which you'll need if you take damage from one of the nearby Spiders. Don't forget to push the box over the hole in the floorboards as shown in the picture to the right. If you don't, you'll take damage from the plant tentacle.

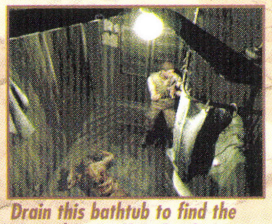
• Enter the billiard room and take out the two spiders that are lurking on the walls. Make sure to examine (or, light with your lighter) all three colored lanterns before leaving. Also, grab the **Red Book** from the bar.

• Jog all the way to the other side of the residence to room 002. Inside, there's a bathroom where you'll find **Key 001** on the shelf. Take this key all the way back to room 001 (across from the safe room) and unlock the door. Enter, and you'll find the **Derringer** (a single shot pistol) on the desk near the hanging man. Inside the bathroom, drain the bathtub and you'll find the **Control Room Key**.

• Now that you have the Control Room Key, zip all the way back to room 002 and push the bookshelves as shown in the picture to the right. Nudge the one on the left toward the back wall, the push the one in the foreground toward the right wall. Descend the ladder and you'll be in the high-tech underground experiment area—just like the *GameNOW* office.



Push this box over the hole in the floorboards. Climb over them to avoid taking damage.



Drain this bathtub to find the Control Room Key. Don't even mess with the zombie.

Move these bookshelves to reveal a secret passage leading to Residence B1 & B2.

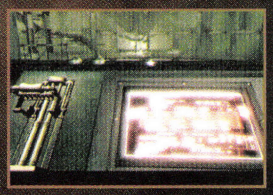
Aquatic Experiments

• Run through the hall and you'll find a series of three large crates. Push the crates into the water to create a small but walkable bridge for you to cross. The connecting room is filled with Neptunes, and we really don't want to spoil what happens next. Just remember to stay toward the outside railing as you run straight for the control room. Do NOT dilly-dally!

Puzzled? *Here's your solution!*

Follow this numbered list to drain the water from the experiment tank.

1. Activate the **switch** on the main panel.
2. Activate the **switch** on the right panel.
3. Activate the **lever** on the left control panel.
4. Reset the pressure gauges to selection #3.
5. Activate the same switch from (2).
6. Pull the same lever as shown in (3).
7. Activate the main **switch** to drain the tank.



Follow the numbered list on the left to complete this fairly complex puzzle.

• If you're playing as Chris, go down to B2 to find the **Assault Shotgun**. (The only viable explanation we have is that Richard dropped it in the water when he saw the Neptunes—what a doink.)

• Conventional weapons don't hurt the large Neptune, so your only option is to push the transformer into the water and turn it on using the nearby power switch. Immediately after the cinema you can grab the **Gallery Key** near the Neptune's mouth. Head all the way back to the residence and use the Gallery Key on the door next to room 002. This room is like, totally swarmed with bees, so you'll need to get in, grab the **Insect Spray** from the dead body, and get out. Spray it through the crack in the wall to kill off the hive.

Nudge this transformer into the water, then flip the switch to fry the Neptune.

Courtyard: B1

Map Key

R1F Residence 1F | AB2 Altar B2 | CB1 Courtyard B1 | M1F Mansion 1F | Typewriter | Item Box

Into The Woods

• Place the Mansion Crest into the slot, then take the side door that leads out into the woods. Work your way down and watch the quick cinema, then deal with your first puzzle in the courtyard area.

Puzzled? *Here's your solution!*

Down the main path you'll stumble across two weathervanes, each of which controls the direction of a separate dog statue by the main gate. The object is to make the two dogs point away from the main pathway, thereby unlocking the gate. The first weathervane is **RED**, and you'll need to make it point west. The second weathervane is **BLUE**, which you'll need to make point north. That's it, done and done-er.

Turn the RED weathervane west and the BLUE weathervane north to open the gates.

• The next area is littered with Crows, so you'll need to be fast if you want a chance at the puzzle without getting your dongle pecked off. If you brought the Wind Crest along like we told you to, you can complete this little side quest and grab the **Colt .357 Magnum**.

Puzzled? *Here's your solution!*

Use the Wind Crest next to the gravestone on the right. This will activate the secret panel that reveals the **Sun Crest**, **Moon Crest** and **Star Crest**. Grab all three crests, manually flip them over in your item menu, then activate the rear panels on each crest. You must get the little bars to pop out before they'll fit in the adjacent gravestone. Pop them into the receptacle and you'll discover the **Colt .357 Magnum**.

Place each of the three crests on this gravestone to reveal the Colt .357 Magnum.

Moan-A Lisa

• Proceed up toward the guest house, winding your way through the forest area. Once you're inside, it's a good idea to use an Ink Ribbon on the nearby typewriter, especially if you haven't done so in a while. Make sure you use it before you grab the **Crank #1**, which triggers a cinema.

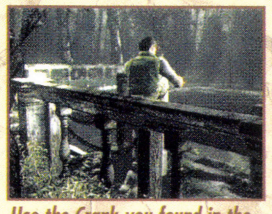
• The most important part of this next sequence is to NOT fight with Lisa. Although it's tempting to try to take her out, you're better off heading right for the door as soon as the cinema breaks. Don't sweat it if she lands a hit on you—it's better than taking three or four only to find out she can't be killed and you just wasted all your ammunition.

• As soon as you leave the guest house, you'll be safe from Lisa's wrath. Just concentrate on getting back to the main house at this point. If you take the northern path through the courtyard, you'll have to blast your way through a small pack of Cerberuses. If you've got the Shotgun, a single blast followed by a few pistol rounds should do the job. If you had some Ken-L-Ration, it would be a different story. You can always just run straight for the double-grated door on the northern end of the room and ignore them altogether, though.

• Highlight the Crank in your inventory and use it on the spindle near the pool. This will drain the water and let you pass through to the far side of the courtyard. Continue on until you reach the door leading into the residence.

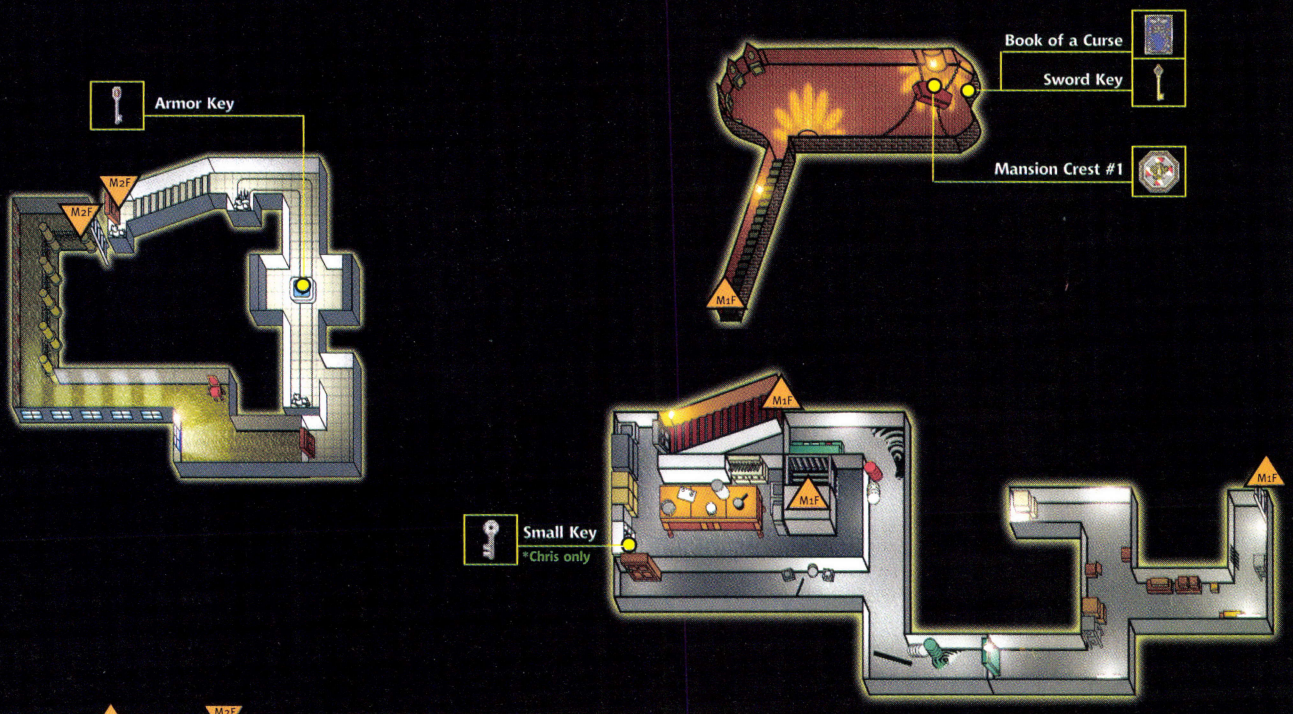
It's best to try to zip right past Lisa as soon as the cinema ends. Do not try to fight her!

Try taking out the pack of Cerberuses from this corner. Just fire into the screen!



Use the Crank you found in the guest house to lower the water level in the pool.

Mansion: 3F — Mansion: B1



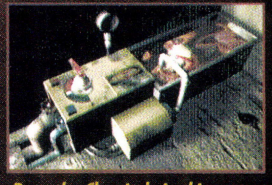
Map Key M1F Mansion 1F M2F Mansion 2F

The Death Masks *(cont.)*

• Make sure you have the Chemicals in your inventory before you head all the way up to the plant room. When you get there, you'll be faced with a relatively simple puzzle.

Puzzled? *Here's your solution!*

To kill the weed, simply turn on the water supply to the fountain by pushing the valve into the red zone. Once it's on, highlight the Chemicals in your inventory and use them right next to the water tank. The Chemicals will leech their way into the water supply and poison the weed for good. Make sure to pick up **Death Mask #3** and a large batch of **Green Herbs** on the nearby bench.



Drop the Chemicals in this water supply to kill the weed.

• If you're playing as Jill, now is a really good time to go grab the **Grenade Launcher** from the Mansion 2F terrace. Just make sure you don't explore the outer edge, or you'll be forced to fight Forrest Speyer. It's also a really good time to go grab the **Rusty Shotgun** from the Mansion 1F storage room and then swap it with the **Remington Shotgun** as marked on our map.

• When you're ready to do battle, unlock the rustic-looking door where you first saved Richard using the Shield Key. (Note: Both characters fight the giant snake here, but Jill has a much easier time because Richard does most of the work for her IF you saved him during the previous Serum sequence. Jill also gets the **Assault Shotgun** at this time, which Chris will get much later. Fighting the giant snake is pretty basic; just remember to stay near its tail. Also, do NOT get caught in between its body and either of the two poles. It'll bite your head off if you do.)

Avoid getting hit by Yawn and you won't have to deal with the Serum sequence.

Leaving the Mansion Behind

• After you've defeated the giant snake, grab **Death Mask #4** from the back of the room and head back to the first safe room. Before you bring all four Death Masks down to the coffin area out past the graveyard, it's a good idea to head over to the other side of the mansion to solve a quick puzzle.

Puzzled? *Here's your solution!*

If you're playing Chris, you'll find the **Small Key** to this door inside the adjacent room. Alternatively, Jill can just use her Lockpick. Inside the researcher's lab you'll find a **Fishing Hook** and a **Golden Bee**. Combine these two items to make the **Golden Fishing Lure** and then place it into the proper picture frame. Put the **Regular Bee** into the spot where you took the Golden Bee to get the **Wind Crest**.

Once the bees have been swapped out, press the button to reveal the Wind Crest.

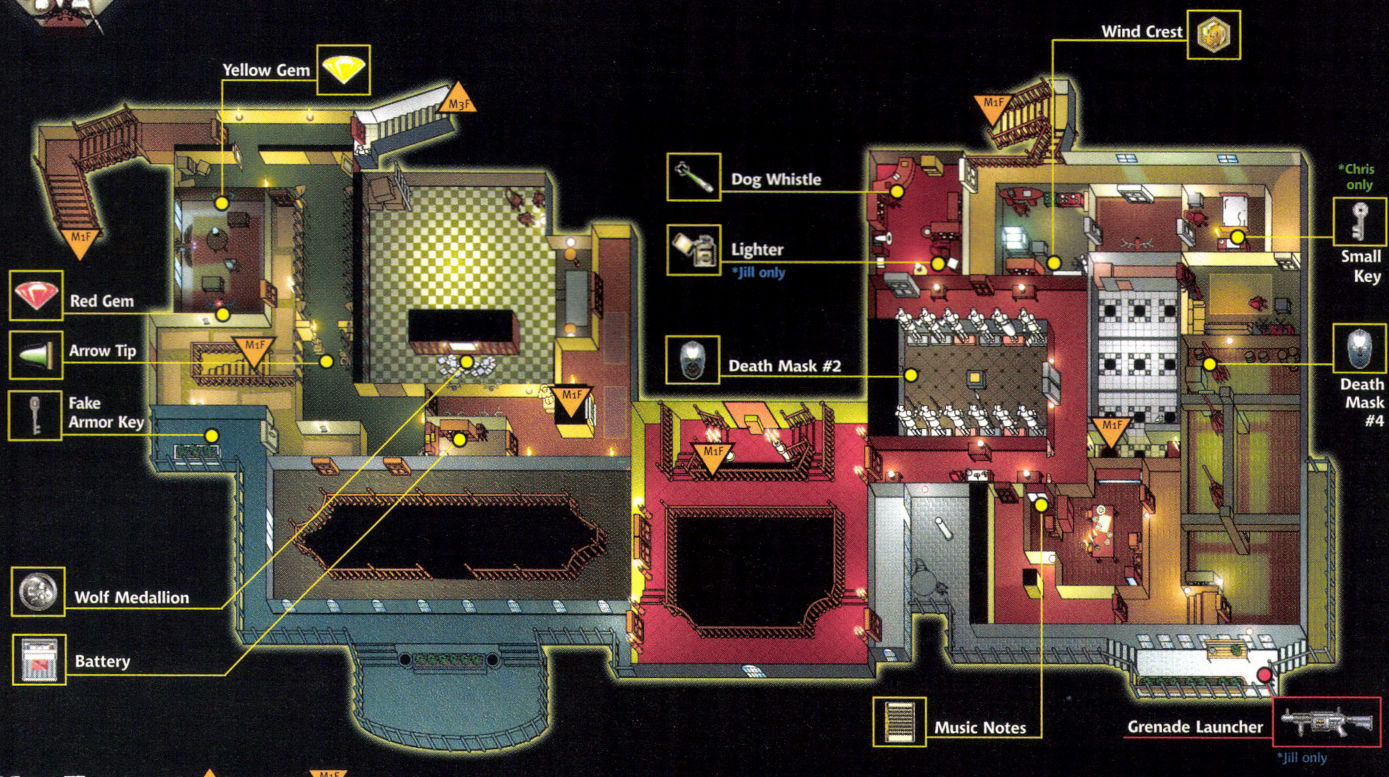
• Drop the Wind Crest and all the other goodies in your item box, but make sure to equip all four Death Masks before you head out. When you're ready, make a mad dash down to the graveyard area.

Puzzled? *Here's your solution!*

Place each of the four masks on their respective statues to drop the previously chained coffin to the floor. The Crimson Head is easy to take out if you "force" one of your Defensive Items on it. Just manually equip the Flashbang if you're Chris, or the Stun Gun if you're Jill. Either one of these items takes out the Crimson Head for good. Grab the **Mansion Crest** from its coffin and you're set.

Place the Mansion Crest into this slot to unlock the door that leads to the courtyard.

Mansion: 2F



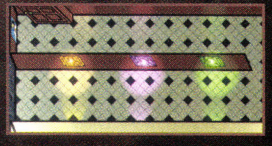
Map Key M3F Mansion 3F M1F Mansion 1F

The Death Masks

• If you're Chris, use the Small Key on the steel door that leads outside. If you're Jill, just unlock it with the Lockpick. The object here is to run in and grab the **Chemicals** before any of the crazed dogs notice you're there. If you're playing Chris, you'll need to return to the main hall and grab the **Small Key** from the bathroom. When you're ready, proceed to the art gallery and unlock the door with the Armor Key.

Puzzled? *Here's your solution!*

The object of this puzzle is to match up the colors of the paintings to the jewelry items shown in the final picture. Just light them up as shown in our screen to the right and you'll open up the secret passage revealing a shortcut to the graveyard. You'll also find **Death Mask #1**. Make sure you unlock the door that leads out to the graveyard area—it's a very important shortcut for later.

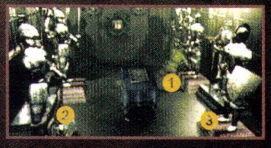


You want the pictures to be Orange, Purple, Green, in that order.

• From here, head to the knight's room on the second floor of the mansion. You'll need the Armor Key to unlock the door.

Puzzled? *Here's your solution!*

The object is to push the knights in the correct order, thereby unlocking the prize in the goodie cabinet. Press the button in the middle of the room and you'll get the **Puzzle Box**. View the Puzzle Box in the item menu and press in both heart pieces right after one another (it doesn't matter what order). The box will open up to reveal **Death Mask #2**.



Push the knights in the order shown above.

The Death Masks *(cont.)*

• The third Death Mask is all the way on the other side of the mansion, but you'll need to take a small detour before you can go and grab it. Right around the corner from the knight room is another door that can be unlocked with the Armor Key. Both Chris and Jill will be treated to a cinema inside, then you'll be required to run and grab the **Serum** from the second safe room. Return with Serum quickly. If you do, Richard will survive, sparking another cinema.

• After the Richard scene, it's time to get back on track. Run to the end of the hallway and enter the dimly lit dining room. To get to the hidden pantry, just push the wooden hutch aside (back yourself in until it triggers the zombie, then quickly run back out and around the table). You should be able to keep the zombie running around the table while you sneak back into the secret room without wasting a single bullet. You'll need to light the candelabrum in order to find the **Music Notes**.

Light these candles and you'll be able to find the Music Notes in the pantry.

• Head down to the piano room and push the shelving unit out of the way. Pick up the **Moonlight Sonata** and combine it with the Music Notes to make the complete score. If you're playing as Jill, the secret passage will open when you use the item on the piano. If you're playing as Chris, you'll need to let Rebecca practice first.

Puzzled? *Here's your solution!*

First, head back to the main dining room and grab the **Wooden Shield**, then take it back into the piano room and swap it for the **Golden Shield**. Put the Golden Shield above the fireplace to unlock a compartment on the nearby grandfather clock. Leave the minute hand alone, but set the hour hand to 6:00. This will reveal the **Shield Key**.

Set the face at 6:00 to reveal the Shield Key.

Mansion: 1F

Getting Started

• Jog through the dining room and go through the only door. After your close encounter of the rotting kind, do not attempt to fight. Just run back into the main hall for now. If you're playing Chris, don't forget to grab Jill's **Beretta M92F**. If you're playing Jill, talk with Barry and get the **Lockpick**.

• When the cinemas are over, head back to where you bumped into your first zombie. It won't be there, so you can explore the northwest door with no resistance. The subsequent hallway winds all the way up to the Mansion 2F map. When you enter, you'll wind through a few tight turns before seeing a sparkling item beside the statue. This leads you to your first puzzle.

Puzzled? *Here's your solution!*

Grab the **Arrow Shaft** from the statue in the Mansion 2F hallway and unlock the door at the very end of the corridor. Next, head outside to graveyard area. When you get to the cherub sculpture past the second wave of gravestones, examine the Arrow Shaft to find the **Green Arrow Tip**. Put the tip into the statue and a new door will open leading down to Mansion B1.

After you examine the Arrow Shaft, the Green Arrow Tip will fit right into this slot.

• Head downstairs and grab the **Book of a Curse**. When you examine the back cover of the book, you'll find the **Sword Key**. You can now enter any of the doors marked with a sword on our map, but we think it's best to head over to the library.

• Pick up the **Dog Whistle** from the desk and proceed through the door on the east side of the room. If you're playing Jill, don't forget to snag the **Lighter**. Zip down into the first safe room and get your items organized, but don't forget to grab (and fill) the **Oil Flask** before heading back out. If you're playing Chris, get the **Small Key** and keep it in your inventory.

• Backtrack across the second floor of the mansion and into the double door on the west side of the main hall. Use the Sword Key to unlock it.

Here, Lil' Doggie...

• Unlock the steel door with either Jill's Lockpick or the Small Key that Chris picked up just moments ago. Once you're outside on the terrace, put yourself in the corner adjacent from the door and use the Dog Whistle. It's best to start shooting shortly after, but a few solid shots should take both Cerberuses down. Search the bodies to find the **Dog Collar**, which you'll then inspect to find a small medallion. Inspect the medallion to acquire the **Fake Armor Key**. When you're ready to proceed, head on over to Mansion 3F.

If you back against this wall, you can start shooting the Cerberuses before they appear.

Puzzled? *Here's your solution!*

Approach the small steel pedestal past the knight statues and grab the **Armor Key** from its slot. This will start what looks like eminent doom, but don't panic just yet. Go to your item screen and quickly select the Fake Armor Key and place it into the receptacle. This will stop the trap, return the knights to their positions, and let you go about your business. At least you avoided becoming a Chris or Jill sandwich.

Put the Fake Armor Key in place of the real one to avoid this hellish trap.

• With both the Armor and Sword Keys in your possession, you can open almost every door on the Mansion 1 and 2F maps, but the best thing to do is to wrap around the hallway from the second safe room and then dash back to the main hall. If you're playing Chris, make sure to stop off and grab the **Small Key** as shown on the map.

• Your next goal is to acquire the four masks needed to complete the coffin puzzle on Mansion B1. You can go for the masks in any order you want, but we have an easy-to-use plan that minimizes backtracking.

resident evil

Comprehensive Strategy

by: Jim Mazurek & Mike Vallas

Important Introduction

Before we get started, there are a few VERY important tips that will help you get the most out of this guide.

Puzzles

If you're stuck on a puzzle, and really don't care about every little tidbit regarding Resident Evil, then skip all the scroll-looking texts. Every puzzle is highlighted in its own little call-out box. These are easily noticeable by their rusty-red color and "Puzzled?" title bars.

Items

Specific items, puzzle-related or otherwise, are all listed on the cross-referenced item chart on **page 82**.

Enemies

We have strategies for specific enemies and bosses on the enemy chart on **page 83**.

Secrets

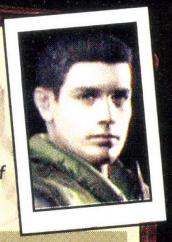
Secrets, spoilers and all sorts of super cool info regarding the various endings in *Resident Evil: GameCube*, are listed on **page 81**. **Warning!** There are some really HUGE spoilers in our secrets section.

Maps

If you're really stumped, yet just can't bring yourself to look at the particular puzzle solution or section of the walk-through, you can always take a peek at our maps. Extra care was taken to make these the absolute best maps possible, so you better use 'em!

General Strategies

Chris Redfield



Chris has the more difficult of the two quests, mainly because he doesn't pick up quite as much firepower as Jill. Pick Chris if you're looking for a solid challenge or if you're really familiar with the game.

Advantages

+Can take more damage than Jill
+Rebecca heals him in certain scenes
+Starts with the Lighter

Disadvantages

-Never gets the Grenade Launcher
-Has to deal with Small Keys
-Holds two less items than Jill

Jill Valentine

Jill's quest is definitely much easier than that of Chris, but it's still difficult enough to present a challenge the first time through. Pick Jill if you want an easy start with a more challenging ending.

Advantages

+Gets the Grenade Launcher
+Has two more inventory slots than Chris
+Starts with the Lockpick

Disadvantages

-Dies more easily than Chris
-Tends to take more damage
-Jill is easily killed
-She dies a lot

Defensive Items

Every enemy has some sort of grab animation where they rip into your character and attempt to inflict massive damage. With a Defensive Item equipped, you'll protect yourself from this agony while countering with a special move of your own. All in all, Defensive Items work much like the safety belts in your car: You never really appreciate them until you need one.

❶ **Defensive Dagger** (both characters)
Decent damage, but works well as a stun move.

❷ **Stun Gun** (Jill)
Kills even the toughest enemies in one charge.

❸ **Flashbang Grenade** (Chris)
Get auto-decapitatos on troublesome zombies.

Killing Zombies... For Real

To keep the mansion from becoming a reanimated necropolis, you'll need to keep zombies from turning into Crimson Heads. This list shows you how to get rid of zombies for good.

❶ **Burn Them!** Use your Oil Flask to burn the corpses of zombies whenever you get the chance. This is especially important if the corpse is in a high-traffic area. You have limited refills, so be careful what you burn.

❷ **Decapitato!** Every once in a while you'll get a lucky headshot with the handgun (or if you point toward a head with the shotgun). The Flashbang Grenades also give a nice head pop.

❸ **Flame Rounds!** If you're playing Jill, the Flame Rounds (for the GL) have an extra special treat: They burn and permanently kill zombies.

❹ **Avoid Them!** If you can get around them, do it. Avoiding them is usually the best option.

Herb Mixing Chart

If you've played any of the previous RE games, you'll be familiar with mixing herbs. If you haven't, this chart will help you get started.

Green Herb: A common herb that restores 25% of your health when used alone.

Red Herb: A rare herb that cannot be used alone—it must be mixed with a Green Herb.

Blue Herb: This herb cures poison by itself, or can be mixed with a Green Herb.

Green + Green: This one restores 50% of your health and is somewhat useful.

Green + Blue: This combo heals 25% of your health and remedies poison status.

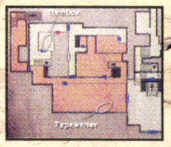
Green + Green + Blue: The same as the above combo, but this one does 50%.

Green + Green + Green: This one is kind of a waste, but it does heal 100%.

Green + Red: This is the best herb to use. It restores health to 100% no matter what.

Green + Red + Blue: This herb restores your health 100% and also cures poison.

Using the Automap



When a room is RED, that means there are still items left in that room. When a room is GRAY, then you've found every item in that area. If the room is uncolored, then you haven't explored it yet. And as for doors, well, the RED doors are locked, the GRAY doors are unlocked, and the BLUE doors have been used.

RAYMAN RUSH

System: PlayStation

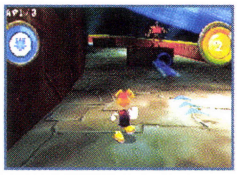
■ PROS

The two-player stages are fun, and the graphics are surprisingly decent. Plus, the game's only 10 bucks.

■ CONS

You certainly wouldn't want to buy it for more than 10 bucks—this game is nothing more than one of the mini-games in PS2's Rayman Arena *dragged out to look like a full game.*

It's nice to see that developers aren't forgetting about the few gamers who haven't "rushed" out to buy one of the newer systems. *Rayman Rush* isn't anything phenomenal, but it's a mildly entertaining on-foot racer that's ideal for two players. It takes the best multiplayer challenges in *Rayman Arena* and turns them into a self-contained game that's good to take out for a few spins.



BUY IT

SHADOWMAN: 2ND COMING

System: PlayStation 2

■ PROS

This is a game that's not afraid of being adult. It has the mood, action and language of a real R-rated film.

■ CONS

....but that doesn't make it GTA3. The graphics are just a notch above what you'd see on the Nintendo 64, and the gameplay blows chunks. It isn't cool, freaky or fun.

It's hard to play a game like this after being exposed to something as extraordinary as *Devil May Cry*. *Shadowman: 2nd Coming* fits into roughly the same genre as that Capcom title, but its poor graphics, choppy animation and leaden control puts it in a altogether different (and lesser) league. Since the two games cost the same, it's impossible to justify putting your cash toward this one.

RUN AWAY

ESPN NBA TONIGHT

System: PlayStation 2

■ PROS

An endless list of Franchise options is there for the taking, and the gameplay is somewhat fun. The game still pales in comparison to NBA 2K2, *though.*

■ CONS

Too many canned animations give the game a stiff feel. No one wants to see a jump shot from right under the bucket. DUNK!

Here we are at the end of basketball season, staring down the barrel of one of Konami's last ESPN games. Despite a host of improvements, this game is for the hard-core NBA buff only. *ESPN NBA Tonight*'s gameplay is of the run 'n' gun variety, and actually reminds us of the fun we used to have with *Live* on the Genesis. Basketball zealots and insomniacs only, please.

RENT IT

RED CARD SOCCER

System: PlayStation 2

■ PROS

Nicely rendered stadiums and players. The action flows pretty well aside from the mind-numbing amount of tackles going on.

■ CONS

Sure, it's a sim, but any real strategy is taken away by the constraints of 11 guys being allowed to tackle ball-handlers.

Midway hits the soccer pitch with mixed results. Nice looking and fast-paced, the game actually could use more of the usual "Midway" touch. Instead, gamers get a dose of sim without the usual rules of soccer, which makes for an odd experience. Also, the goalies are too good when you're in close. Keep this to a multiplayer rental. We're going to have to pull a yellow card here.

RENT IT

SPY HUNTER

System: GameCube

■ PROS

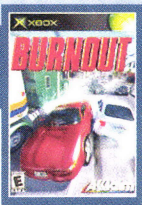
Hmm...Well, it is Spy Hunter, *so there's an innate coolness factor there, but...*

■ CONS

What's the point? This port is just awful, and for a system that plays gems like Rogue Squadron *and* Resident Evil, *a game that looks and plays this badly is a blow to GameCube owners. Hunt your spies elsewhere.*

Bleck! What happened when they made this version of *Spy Hunter*? Murky graphics, choppy frame rates, awful CG sequences and the lack of DVD extras plague the poor GameCube, and to top it off, the rumors that you can unlock the original 1984 *Spy Hunter* are false—that's an Xbox exclusive. If you have a PS2 or Xbox, avoid this port like the plague; if not, you could try renting it, but you'll be left hunting for more.

RUN AWAY



BURNOUT

System: Xbox

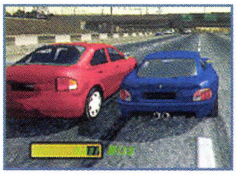
■ PROS

Acclaim took an already-awesome game and pumped it up even more with hi-res visuals and 5.1 audio. Like most Xbox ports, this is the definitive version to own. Buy it!

■ CONS

Better graphics and sound are cool, but some extras sure would have been nice in this version, even if they were just a few more cars.

Start your engines, boys and girls: Acclaim's taking one of the sweetest racers from the PS2 and porting it to the Xbox in its biggest and baddest form. Take the fast and furious action from the PS2, mix in even better graphics and sound, and you've got *Burnout*. Find simulations a snooze fest? Like brutal crashes and arcade racing? Then *Burnout's* where it's at. Move over, *Project Gotham*, you're about to be run over.



BUY IT

GAME GLANCE

No-frills Approach to Ports and Smaller Titles

If you like a game in here, don't take offense that we didn't give it the "full treatment," so to speak. It just means that the game was ripe for a quickie review. It may have been a port, it may be a simple concept re-done, it may just be a case of not being able to squeeze it in. So, rather than leave it out, we decided to do more, more, more... Here's hoping you find it useful, and if not, well, blame Phil.

DRIVEN

System: GameCube

■ PROS
Improved loading times and visuals make this version the "best" so far.

■ CONS
Cons? It's Driven for Pete's sake! The fact that this was even turned in to a game is more hilarious than Frank Stallone's career!

Yo! Remember that flawed, cheesy game based on that flawed, cheesy movie that came out for the PS2? Well now it's out for GameCube, complete with its laughable story mode, awkward "in the zone" gameplay, and wince-inducing dialogue. Next time, give us *Death Race 2000*.

RUN AWAY

CRASH BANDICOOT 4

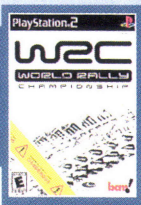
System: Xbox

■ PROS
There aren't many action-platformers on the Xbox, and this does load a lot more quickly than the PS2 version does.

■ CONS
It still only barely looks better than a PSone game.

Wrath of Cortex offers up more of the same, which isn't necessarily a bad thing for fans of the series, but we were hoping for a more inspired next-generation Crash game. There is virtually nothing here that couldn't have been done on the PSone.

RENT IT



WORLD RALLY CHAMPIONSHIP

System: PlayStation 2

■ PROS
Cool cockpit views, sweet car damage and nice control give the game some zing.

■ CONS
Mediocre graphics, squelchy sound effects and repetitive gameplay hinder a potentially cool rally racer.

World Rally Championship offers plenty of cars, treacherous weather and exotic locales, but falls flat big-time in the presentation department. Sure it might be worth a test drive, but only if you're a major rally freak.

RENT IT

DOWNFORCE

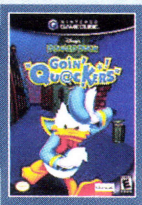
System: PlayStation 2

■ PROS
It looks OK, and the crashes are cool for a little while.

■ CONS
It's way too easy to crash, and when you do, have fun trying to catch up to the computer-controller racers.

Downforce costs about twice as much as *Gran Turismo 3*, and it's about half as fun. *Downforce*'s arcade-style gameplay is actually kinda cool for a race or two, but you'll soon grow tired of the overly-elaborate crash sequences. Do yourself a favor and stick with *GT3*.

RUN AWAY



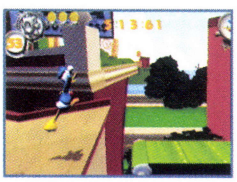
DONALD DUCK GOIN' QU@CKERS

System: GameCube

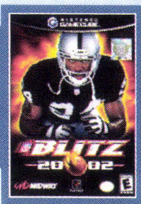
■ PROS
The gameplay, while highly derivative, is fast paced and frentic. Donald's a cool character, too.

■ CONS
The graphics are kind of ugly, the bosses are too easy, and the game is very short.

This one seems to be aimed squarely at the under-10 set; it's really easy, and it can be beaten in less than six hours. If you're in your double digits, stick with a rental—*'Goin Quackers* is a lot of fun, but it's too short to buy.



RENT IT



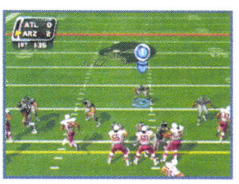
NFL BLITZ 20-02

System: GameCube

■ PROS
Polished visuals, awesome four-player action, unlockable characters and an expanded playbook makes this a definite keeper.

■ CONS
The one-layer game is still pretty shallow.

This is the ultimate sports game for people who don't get into sports games. The series' gameplay has never been tighter, and the graphics are drop-dead gorgeous. If you like playing with your buddies, this is a must-have.



BUY IT

PROs and CONs

PROs
- Big freakin' levels
- Cool voiceovers
- Sweet tunes
- It's 10 bucks!

CONs
- Old lookin' visuals
- Menza-menz control
- No in-car camera

CONTROL
This control's like my cousin Rocko's deodorant. Sometimes it's on, sometimes it's not. When it's not, things stink like an old fish.

IMPACT
Ay, oh, ay! Isn't this basically Driver, but funnier? But hey, what's wrong with that? Hey! I asked you a question!

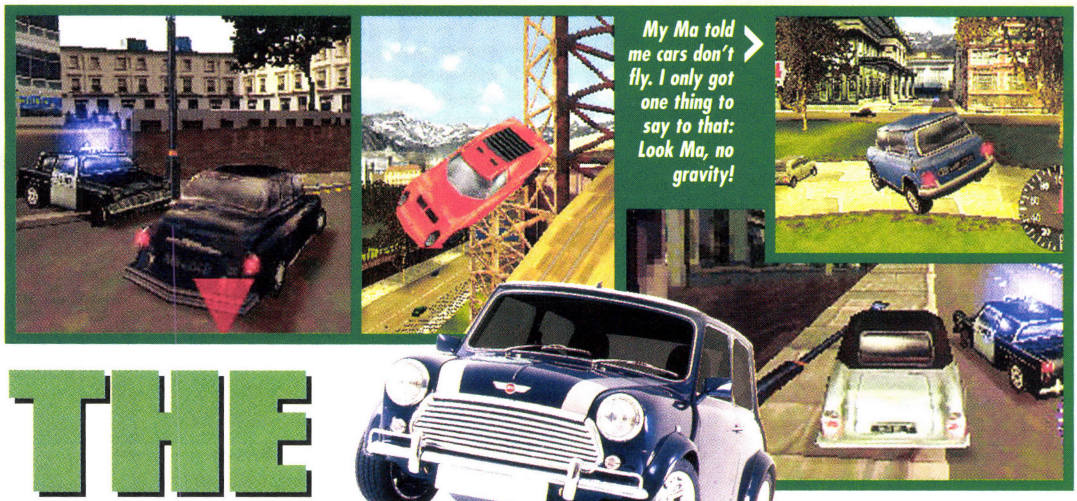
LIFESPAN
The only thing bigger than this game is my appetite. I can play this thing till the cows come home and I turn 'em into a nice braschole.

EXTRAS
Unlock additional stuff like the Challenge Mode, where you'll be tested on all your jumping, cornering and speed skills. Cool, eh?

NOW RATED

Look, for 10 bucks, what are you gonna do? Take some chick to the mall? Nah, you're gonna' buy this great PSone game, that's what. B-plus all around. Fuggedaboudit.

B+



My Ma told me cars don't fly. I only got one thing to say to that: Look Ma, no gravity!

THE ITALIAN JOB

"Baddabing. Baddabing to the whole thing."

My Ma's cookin' is full of surprises. That's why when I'm not eatin', I'm playin' *The Italian Job*.

Mark's Ma: Tell them about it.

Mark: OK, Ma. Sure it's a PSone game based on a 1969 movie most 'o' you ain't ever heard of, but for 10 bucks? Fuggedaboudit!

Mark's Ma: What about my pasta? What's not to like?

Mark: Ma, no offense, but with *The Italian Job*, I get to bite into a game like *Driver*, only now I'm sittin' over here plowin' through London, the Swiss Alps, and Pop's favorite, Italy. And I ain't just drivin', I'm makin' like Michael Caine from the flick and pullin' heists, meetin' contacts, and runnin' from the cops the whole time.

Mark's Ma: And my pasta?

Mark: Never mind that now, Ma. The best part is, *The Italian Job* cooks up lots of cars, levels and modes for me to play—we're talkin' Minis to Jaguars, rooftops to mountains, and tons of great modes like this Party mode I can play with my Uncle Louie.

Mark's Ma: Your Uncle Lou's a good man. So's your father.

Mark: So's Frank Sinatra. But this game ain't no Frank Sinatra. It's a PSone game, so it looks kind of old, like Pop's accordion. Also, there's only one view in the game and some of the control is more sluggish than Vinnie the Fish, who lives up the street.

Mark's Ma: Be nice.

Mark: Sorry, Ma. But hey, all in all, *The Italian Job* is pretty good fun. And oh yeah, the music and voiceovers are really good. So good, in fact, that I gotta' say "Baddabing."

Mark's Ma: Say it then.

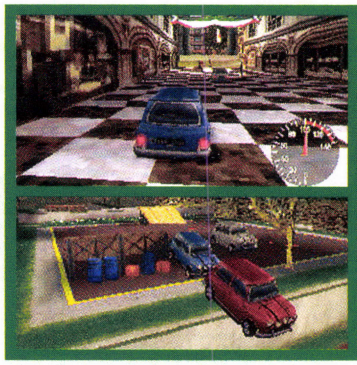
Mark: Baddabing. Baddabing to the whole thing. Ma, why are you crying? What's that about?

Mark's Ma: The designers at Rockstar are such good boys.

Mark: What about me?

Mark's Ma: You didn't like *Virtua Fighter 4*! Fuggedaboudit!

- Mark Manzo



This here's a picture of me doin' a little indoor exploration.

Hit the Alps in a bus? I just hope there's a toilet on this thing.

FACT FILE
THE ITALIAN JOB

- **Publisher:** Rockstar
- **Players:** 1-7
- **Release:** Available Now
- **Genre:** Action Racing
- **Website:** www.rockstargames.com

PLAYSTATION

PROs and CONs

+

- It's more DDR!
- 52 freakin' songs
- Near endless replay value

–

- Missing some classic DDR tunes
- Not nearly as fun without a dance pad

CONTROL

You press buttons on the controller or step on the dance pad. As long as your fingers or feet can keep up with the beat, the control's fine.

IMPACT

Since this is a PSone game, the graphics look pretty dated. Still, this game is all about the music, and the tunes are great.

LIFESPAN

32 songs to begin with and 20 more to unlock. That's 52 total songs! You'll be showing off your moves for quite some time.

EXTRAS

The only real extras in this game are the 20 unlockable songs. Well, that and all the extra pounds that you'll be dropping as you play.

NOW RATED

Grab a buddy (not literally) and a couple of dance pads, and you'll be set for weeks. *DDR* is the ultimate party game, and the huge song list just adds to the fun.

A-

When playing Versus Mode, choose the Battle option to duke it out on the dance floor. Don't let all the arrows confuse you.

If you dance well enough in Nonstop Mode, you can rack up some huge combos (as well as a huge score).

DANCE DANCE REVOLUTION KONAMIX

"...It was so much fun, we didn't mind the exercise."

Video game editors are not known to be the most active people on the face of the earth, so for us to get our Code: Red-bloated butts up out of our chairs to play a game, it had better be pretty darn good.

That's why we were stoked when Konami finally brought the original *Dance Dance Revolution* out in the U.S. Sure, we had to jump around on a dance pad to play the game, but it was so much fun, we didn't mind the exercise.

Konamix is the latest version of DDR to come to the States, and Konami is plugging it as a "*DDR Greatest Hits*" of sorts, as it features a mixture of songs from many of the Japanese versions.

And what a mixture! *Konamix*'s whopping 52 total songs (20 must be unlocked) ensures that you won't grow weary of the music selection anytime soon.

DDR veterans (those of you who have devoted many hours of your life to the arcade or import versions of the game), will have a few complaints about the song selection, however. Despite the wide range of music (including a few remixes of songs from previous U.S. versions of DDR), there are some popular DDR tunes missing from the mix. If you're looking for anything by DDR mainstays, Papaya or Smile.dk (with their classic song, *Butterfly*), then you're outta luck here.

Still, even though hardcore fans will miss a few songs, there's no denying that *Konamix* is a fantastic party game, just be sure to pick up a dance pad, too—using a standard controller is for DDR scrubs.

- Phil Theobald

Turn All Music Mode on, and you can dance to any of the unlocked songs.

Workout Mode keeps track of how many calories you burn while playing.

FACT FILE

DANCE DANCE REVOLUTION KONAMIX

- Publisher: Konami
- Players: 1-2
- Release: April
- Genre: Music
- Website: www.konami.com

PLAYSTATION

WARNINGS

Extreme play motions are dangerous.

Be careful not to slip and fa
the Dance Dance Revolution C
& not to disturb othe
with step vibrations.

EVERYONE E
CONTENT RATED BY ESRB

PROs and CONs

- It looks great
- Lots to unlock
- The Race Mode isn't half bad

- The Battle Mode is half bad
- That darn zoomed-out camera

CONTROL

Moving the characters around is no problem at all, but trying to aim your weapons while you're on the go is a tad difficult.

IMPACT

The past Rayman games have been very pretty, and RA's no exception. Too bad the graphics are what stand out the most in this game.

LIFESPAN

A really fun multiplayer game can last forever. Rayman Arena will probably last a good, solid weekend.

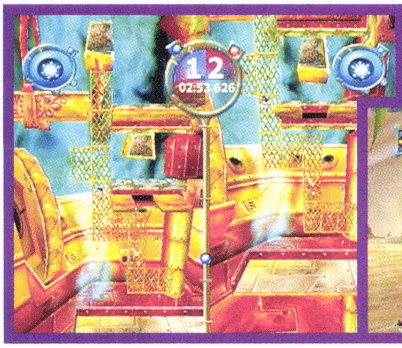
EXTRAS

Secret stages, characters and new character "skins" give you a lot to unlock, making it worth playing the single-player game.

NOW RATED

Rayman Arena is OK, but it smacks of "let's slap together a quickie multiplayer game with our license attached to it." Rayman deserves better than this.

C



Good luck seeing your character during multiplayer matches later in the game. The camera pulls out way too far.

There are a few bonus levels to unlock. Many of them will remind you of the old Disney movie, Tron.

RAYMAN ARENA

"With a little more effort, it could have been a fantastic party game."

You gotta love the multiplayer game. Whether you're collecting Stars in *Mario Party 3* or racking up frags in *Halo*, its always fun to sit around with a few of your friends and compete on the video screen. *Rayman Arena* attempts to capitalize on the multiplayer trend, but it only gets the job half done.

There are two type of competitions in *Rayman Arena*—Race and Battle Modes. Each of the two modes have multiple stages, with more and more opening up as you progress.

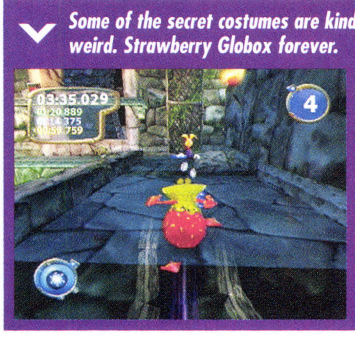
The Race Mode can actually be fairly enjoyable. There are multiple paths and shortcuts throughout each track, so you'll be rewarded for thoroughly exploring each stage. Unfortunately, the computer opponents almost never screw up, so if you fall too far behind, you may never catch up.

Of course, if you're playing against humans, you won't have to worry about the CPU. What you will get annoyed with during these matches is the camera, which will occasionally pull out so far that you can't even see the characters.

You'll begin getting sick of the game when you move onto the Battle Mode. This deathmatch-style mode drops you and your opponents into an arena where you duke it out with extremely dull weapons in a space that's typically way too small.

It's too bad that only about half of *Rayman Arena* is fun to play. With a little more effort, it could have been a fantastic party game.

- Phil Theobald



Some of the secret costumes are kinda weird. Strawberry Globox forever.

Arrrrr! Who wouldn't love racing through a battered old pirate ship?

FACT FILE

RAYMAN ARENA

- Publisher: Ubi Soft
- Players: 1-4
- Release: May
- Genre: Party
- Website: www.ubisoft.com

PS2 PLAYSTATION 2

PROs and CONs

+

- Beautiful graphics
- Solid control
- Awesome sound
- Dark humor

–

- Quirky camera
- Flawed motorcycle handling
- Clumsy interface

CONTROL

On foot, the control is solid (aside from the constant camera resets). Jack's bike, however, handles like a four-year-old on Mountain Dew.

IMPACT

Headhunter's pretty much a gussied-up version of Metal Gear, Winback *and* Max Payne. *Who could want more than that?*

LIFESPAN

You'll log in some solid hours with this one. Sadly, some of that has to do with sluggish menus and getting lost on certain levels.

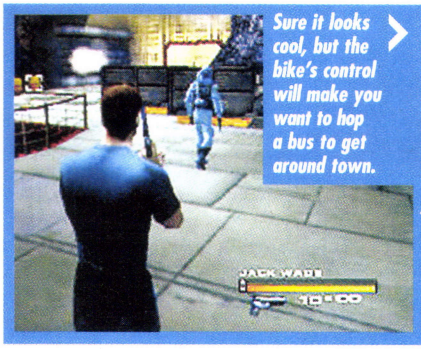
EXTRAS

Once you beat it, there's not a lot to suck you back in. (Except, of course, for Wade's Dirty Harry-inspired voice acting. Shameless!)

NOW RATED

This is an awesome title that should have action junkies wetting themselves with glee. Too bad the camera, bike control and menus take it down a few notches.

B+



Sure it looks cool, but the bike's control will make you want to hop a bus to get around town.

Goose him or shoot him? Always a tough dilemma, but as the man-tastic staff here at GameNOW likes to say, "Goose first, ask questions later."

See this view? You're stuck with it through much of the game.

HEADHUNTER

"Ever wanted to play an action movie? Here's your chance."

Imagine a world where crime is king, bounty hunters are law, and human organs are worth billions on the streets. Welcome to *Headhunter*.

Like most films involving baddies and bounty hunters, this game's got its good, bad and ugly. Sure it's fun to hunt some heads, but only if it's done right. So how's this DC-to-PS2 port stack up?

The Good: *Headhunter* looks amazing. From its fluid character animations to its lush environments to its amazing textures, this game gets a big "thumbs up" for eye candy. Add *Metal Gear*-style controls, awesome environments, movie-quality audio and a wild sense of humor, and you've got icing on already-tasty cake.

The Bad: Ugh, the camera needs some work. If only the blasted thing would stay behind Jack instead of stubbornly positioning itself in front of him! After all, who needs to see Jack running toward the screen while he's being blown to bits off-camera?

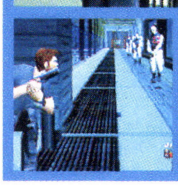
Thank goodness the camera doesn't do this while Jack tears up the streets on his motorcycle. The bike's squirrely control is harder to manage than two chimps in a banana store. Too bad riding at high speeds is what allows Jack to accumulate the necessary points to earn better weapons, access to files and much more, because things get frustrating fast whenever the bike is involved.

The Ugly: The only thing more clumsy than *Headhunter's* camera system is its massive interface. Scrolling through inventory lists, documents and save files takes forever, especially when things freeze momentarily from selecting items.

This is in addition to the cumbersome load times that occur when moving between specific floors, rooms and levels. At least *Resident Evil* had stairway and door animations, *Headhunter* just has static screens to gawk at between loads.

So, then, is this one worth setting your sights on? Absolutely! Despite its flaws, *Headhunter* is a quality title that can best be described as "cinematic." Ever wanted to play an action movie? Here's your chance. *Headhunter* is available now, so let the hunt begin.

- Mark Manzo



The environments and atmosphere in Headhunter are just awesome.

Solid Snake—um, we mean Jack Wade—uses stealth as well as firepower to get the job done.

FACT FILE

HEADHUNTER

- Publisher: Acclaim
- Players: 1
- Release: Available Now
- Genre: Action Adventure
- Website: www.acclaim.com

PS2 PLAYSTATION 2

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Photo: Walter looss Jr.

Derek Jeter caught reading.

PROs and CONs

- Beautiful graphics
- Extensive upgrade options and challenges to complete

- Some slowdown in multiplayer mode
- Some CPU opponents are too tough

CONTROL

Fusion's control becomes second nature almost immediately. You'll be sliding around turns and destroying competitors in no time.

IMPACT

The Wipeout series used to be a racing staple in the world of PlayStation, and Fusion will likely bring the fans back in force.

LIFESPAN

Working your way through all the challenges, and the Arcade and Series Modes promises to keep you racing for weeks to come.

EXTRAS

Hardcore racers will discover codes for things like super-speed, bi-plane racers and even animal-shaped sleds.

NOW RATED

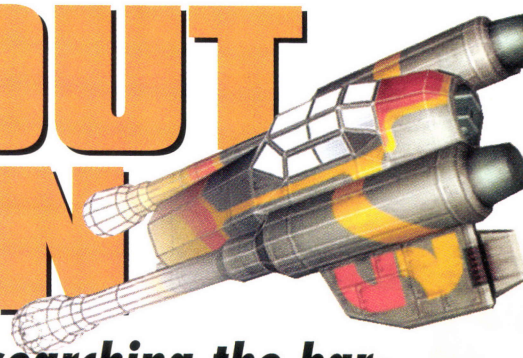
Wipeout Fusion is a fast, furious racing game that has loads of value for both fans of the series and newcomers alike. Definitely worth a purchase.

A-

A missile up the tailpipe will put a quick end to anyone's race.

If there is a God, F1 racing will really be like this someday.

WIPEOUT FUSION



"...Fusion will have you searching the bargain bins for the original PSone titles."

If you can remember the launch of the PlayStation, then you likely remember the original *Wipeout*. It came complete with kick-ass techno tunes, wild track designs and gee-whiz graphics that made you wonder how you ever played anything as primitive as a Super Nintendo.

Although this latest (and probably most highly-anticipated) Wipeout installment may not set the benchmarks that its granddaddy did, it's still a solid racing game. Add the fact that *Fusion* immediately feels like a classic Wipeout title, and you know that the fans are gonna dig it.

But that's not to say all you're really getting here is a rehash with prettier graphics. *Wipeout Fusion* features extensive upgrade options for your ships, loads of circuit races, an Arcade Mode and a bunch of cool extras to unlock. Building up your team with better weapons and new sleds (or at least new variations on older models) brings enough replay value to the game that you'll find yourself coming back again and again.

Of course, all the options in the world won't make up for crappy gameplay. No worries there. *Fusion* is fast and smooth, with tracks that are a blast to play yet still challenging, and computer opponents that will fight tooth and nail for every single position. It's a true pleasure to play. In fact, if you've never played this series before, *Fusion* will have you searching the bargain bins for the original PSone titles.

- Greg Sewart

Didn't we see you on the mudflap of a big rig?

Dust clouds make certain courses even more hazardous.

FACT FILE

WIPEOUT FUSION

- Publisher: Bam!
- Players: 1-2
- Release: May
- Genre: Racing
- Website: www.wipeoutfusion.com

PS2 PLAYSTATION 2

PROs and CONs

+

- Astonishing graphics
- New puzzles
- Multiple endings

–

- Nintendo's controller isn't the best for this game.
- It's not a new RE

CONTROL

The control is exactly as you remember it, save for the helpful addition of a 180-degree rotation maneuver.

IMPACT

This remake turned out far better than we expected; hopefully, other companies with follow suit and a remake revolution will begin.

LIFESPAN

I clocked in at just over 14 hours on my first try, and I'm an RE veteran. You'll want to play through this one repeatedly.

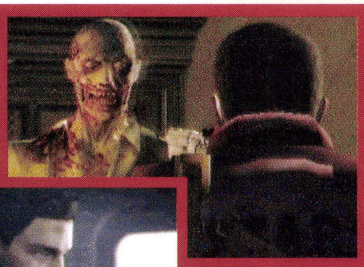
EXTRAS

Extra costumes, more challenging play modes and a whole slew of different endings add a great deal to this amazing package.

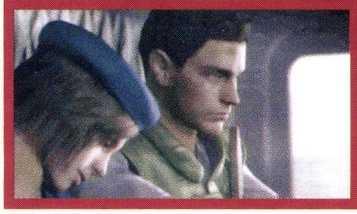
NOW RATED

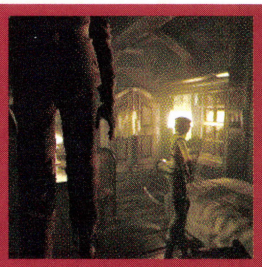
This game stands as the best reason to own a GameCube. *RE* offers the best graphics ever seen in a console game, and it's almost impossible to put down.

A+



Barry'd make for a slim zombie meal; he doesn't have brains to feed on...





Jill and Chris both have a handful of unlockable outfits that you can try on once you've beaten the game.

RESIDENT EVIL

"...This remake is a horror masterpiece."

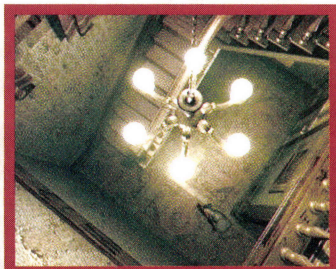
I remember the day that *Resident Evil* debuted on the PSone quite vividly. I'll never forget what it felt like to enter Capcom's creepy, claustrophobic mansion of the undead for the very first time. Since its release, I've played through that classic more than a dozen times, always trying (and failing) to recapture the feelings I had during my first go with it.

Enter GameCube's revamped *Resident Evil*. Think of it as the same basic game, but better. Much, much better. It's an awesome release for fans who know the layout of the PSone game by heart; every little change is a joy to discover. Some of the adjustments are playful (the first set of dogs don't jump out when you'd expect them to); others expand the scope of the adventure. All told, more than 60-percent of the game has been totally overhauled. That means new zombies, new puzzles and new rooms. It also means a longer, tougher, more satisfying play experience.

The graphics, of course, are what'll get everyone talking. This may be the best looking video game I've ever played; the pre-rendered backdrops are now fully animated, and the character models are very convincing.

Since everything looks so realistic now, the whole experience is a lot creepier than was five years ago. It's easy to forget that this is just a game, especially when you're playing at night. Simply said: This remake is a horror masterpiece.

- Ethan Einhorn



Recognize this area? Looks a lot prettier now, doesn't it?

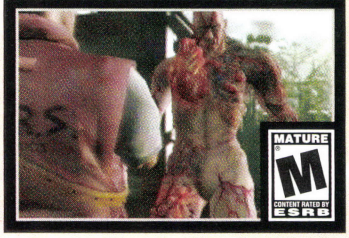
Now that the sharks don't look like Muppets, they're actually scary.

FACT FILE

RESIDENT EVIL

- Publisher: Capcom
- Players: 1
- Release: Available Now
- Genre: Survival Horror
- Website: www.capcom.com

GAMECUBE



NOW RATED

CONTROL

The GameCube pad is by far the most difficult and frustrating of the three to use effectively.

IMPACT

But fortunately, it doesn't suffer from the stuttering frame rate that plagues the PS2 version.

LIFESPAN

You'll blow through this one pretty quickly, but it's such a fun ride that we'll look the other way.

EXTRAS

Lots of unlockables, and a slew of different difficulty settings makes this fun for both newbies and pros.

You won't find a better comic book game on GC.

B+

SPIDER-MAN

Spider-Man for the GameCube comes in as a close second to the Xbox version. The graphics are great, the frame rate is solid (no choppiness here), and the action is fast and frantic; Nintendo fans have plenty of reasons to be happy. You won't find a better straight-up action game on the GC.

I don't want to nitpick, but there is one problem I had a tough time getting over: that newfangled Nintendo controller makes guiding Spidey around stages more difficult than it should be. The giant green A button is not used for punching (which would be the natural choice), but for jumping, which is really disorienting. And you have to use that awkwardly placed Z button to zip around rooms. Argh!

So the setup isn't perfect, but eventually, you get used to it. And when you do, you'll be hard pressed to stop playing.

- Ethan Einhorn

It's the classic battle. It's also the best part of the game.

At first, you're out to help Scorpion, not hurt him.

FACT FILE
SPIDER-MAN

- **Publisher: Activision**
- **Players: 1**
- **Release: Available Now**
- **Genre: Action-Adventure**
- **Website: www.activision.com**

EVERYONE E CONTENT RATED BY ESRB

GAMECUBE

NOW RATED

CONTROL

Solid for the most part, but Sony's loose analog control stick can make stealth crawling difficult.

IMPACT

Games based on movies don't get much better than this. It really captures the look and feel of the film.

LIFESPAN

You can easily beat this one with a rental, but it's still worth picking up, to play through multiple times.

EXTRAS

If you get tired of playing Spidey Bowling, you can give the game's challenging Hero Mode a try.

This one's plenty of fun, but it's over real fast.

B+

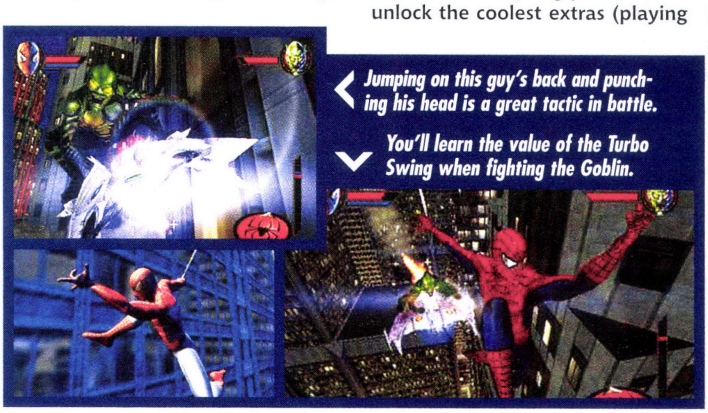
SPIDER-MAN

This is the version of *Spider-Man* most people are gonna play, and while the other editions are marginally better looking, this PS2 release has it where it counts: control. Spidey's movements are smooth as silk—Sony's classic pad makes it a snap to swing from building to building, and the easy-to-execute fighting combos keep hand-to-hand brawls from getting stale.

The game doesn't last that long, but you'll be constantly entertained—every stage offers a totally unique set of challenges. After you beat the Normal Mode, you can always keep on playing in Hero Mode to rack up big points and unlock the coolest extras (playing as the Green Goblin, testing Spidey's swinging skills in a bowling alley, etc).

This is the best super hero game to come around since, well... *Spider-Man* hit the PSone a couple of years ago. Activision has this Marvel thing down pat.

- Ethan Einhorn



Jumping on this guy's back and punching his head is a great tactic in battle.

You'll learn the value of the Turbo Swing when fighting the Goblin.

FACT FILE
SPIDER-MAN

- **Publisher: Activision**
- **Players: 1**
- **Release: Available Now**
- **Genre: Action-Adventure**
- **Website: www.activision.com**

EVERYONE E CONTENT RATED BY ESRB

PLAYSTATION 2

PROs and CONs

- Excellent graphics
- 5.1 Dolby Digital
- 2 Exclusive levels
- Smooth controls

- It's really short
- The story's lame
- The stealth missions are frustrating

CONTROL

Spidey controls like a dream; the Xbox pad is perfect for a game like this. The character's free range of movement is exhilarating.

IMPACT

The Xbox is definitely the system of choice for this title. The extra missions are cool, and the sound effects are great in digital 5.1.

LIFESPAN

An average player will get through Spider-Man the first time in about eight to 10 hours. Repeat plays last a little less than four hours.

EXTRAS

This sucker is packed with extras: you get unlockable costumes, mini-games, concept art and Bruce Campbell as the narrator!

NOW RATED

A beautiful, addicting game that demands to be played through more than once. This is one of the best super hero games ever—it's great from start to end.

A-

Spidey has to make his way through a few stealth missions. One tripped wire and you're toast.

Fighting the Vulture is a great way to practice your aerial fighting skills before you have to take on the Green Goblin.

SPIDER-MAN

"...The Xbox release is the best of the three console editions by far."

The PS2 and GameCube versions of the new *Spider-Man* game are decent, but Microsoft fans are the ones getting the real goods; the Xbox release is the best of the three console editions by far. In addition to offering full 5.1 dolby digital support, a rock-solid frame rate and ultra-sharp graphics, this version features an exclusive enemy—Kane—and a slick additional level.

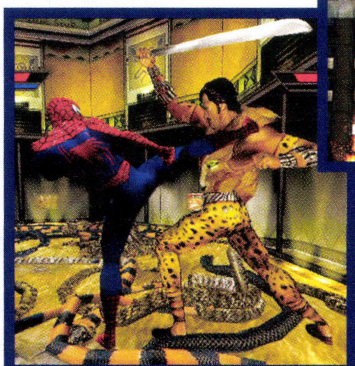
It's all terrific window dressing for one of the most exciting action-adventure games to hit next-generation platforms. Take to the skies with Spidey once, and you'll be hooked for days.

The virtuoso aerial battles are amazing. Nothing beats zipping though New York City on a slim strand of webbing, desperately trying to keep up with the Green Goblin as Mary Jane dangles in his grip. In fact, your first face-off with that foe (you come up against him twice) is one of the coolest boss fights I've ever had the privilege of playing; it's the kind of video game moment that you'll play back in your head days after you've completed the adventure.

As Spidey dukes it out against his costumed foes, he keeps things light with lots of wisecracks. These put-downs are performed by actor Tobey Maguire, which adds a much-needed layer of authenticity to the package.

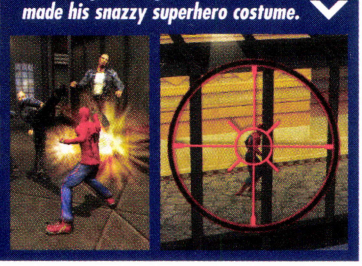
Rarely are games based on movies handled with this much care; Activision has really outdone itself. My only complaint is the game's short length. But then, *Spider-Man*'s actually more fun the second time around, so I can live with a play time of less than eight hours. This definitely belongs in your permanent collection.

- Ethan Einhorn



You'll only get to fight with Kane in the Xbox version of the game.

The game begins before Peter's made his snazzy superhero costume.

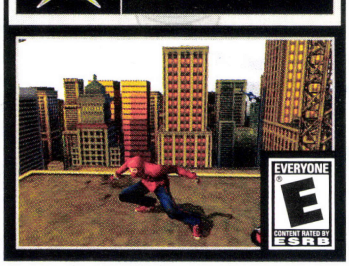


FACT FILE

SPIDER-MAN

- Publisher: Activision
- Players: 1
- Release: Available Now
- Genre: Action-Adventure
- Website: www.activision.com

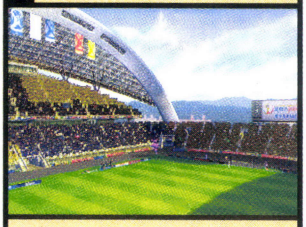
XBOX



PROs and CONs

- Solid gameplay
- Smooth animations
- Authentic look and feel

- Poor Extras
- No controller settings
- Feels like a port



CONTROL

We can't explain it, but the gameplay just feels right. The controller, however, cannot be adjusted for personal taste, and that sucks.

IMPACT

The presentation is spectacular, complete with inflatable characters, dancing "fly-boys," and waving flags in the crowd.

LIFESPAN

Weak. There's only two gameplay modes, and options like having a custom tournament or any type of practice aren't even there.

EXTRAS

Although World Cup *has DVD-style features and movies, they don't compare with the value and content of* Triple Play *or* SSX Tricky.

NOW RATED

World Cup **is the soccer game of choice on the Xbox, but that's because it's the only soccer choice on the system. Soccer fans should rejoice; sports fans should rent.**

B-

¡No más, Señor Pelota!

If only the U.S. could play Senegal every match...

FIFA 2002: ROAD TO THE WORLD CUP

"...A watered-down, one-mode tourney."

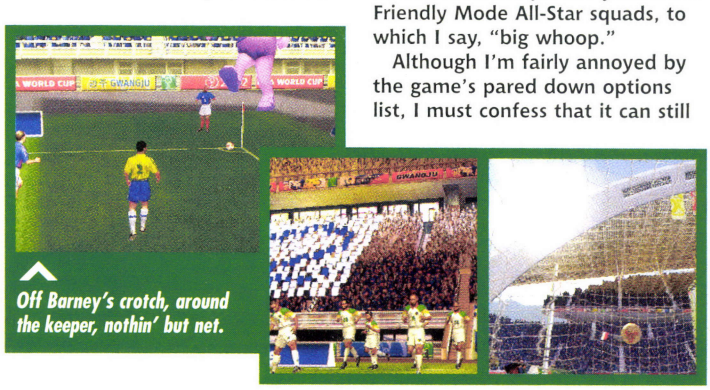
I don't think I'll ever understand how the FIFA franchise works. Every World Cup year, EA Sports releases a "World Cup" version of its standard FIFA game that comes equipped with graphic flairs and updated World Cup rosters. This would be great, but then EA, in its infinite wisdom, proceeds to change what would be an otherwise deep soccer title into a watered-down, one-mode tourney.

With its solid physics and newly improved passing system that rewards accuracy and patience over button mashing and aggressiveness, the play of *FIFA 2002: Road to the World Cup* is identical to the "standard" FIFA, and its graphics gotten a nice amount of Xbox re-touching. Believe us when we say that the additional lighting sources, smoothness and flowing animations are niiiiiice.

Unfortunately, despite the good graphics and gameplay, the longevity of this game has been hacked to pieces by the "World Cup" name. You have two modes to choose from, Friendly and World Cup, and without the hundreds of teams that the "standard" version sports, either mode can get boring. And despite the fact you can unlock some extras by winning the World Cup with different nations, those extras are primarily stuff like Friendly Mode All-Star squads, to which I say, "big whoop."

Although I'm fairly annoyed by the game's pared down options list, I must confess that it can still serve up a great game of soccer. With the lack of options, however, *World Cup* slides from the ranks of game-winning score to the errant pass that knocked the churro vendor unconscious.

- Lee Stabler



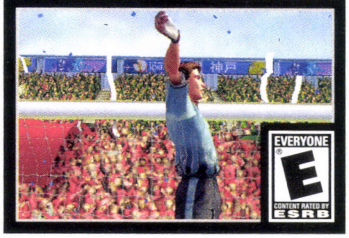
Off Barney's crotch, around the keeper, nothin' but net.

FACT FILE

FIFA 2002: ROAD TO THE WORLD CUP

- **Publisher: EA Sports**
- **Players: 1-2**
- **Release: Now**
- **Genre: Sports**
- **Website: http://www.ea.com**

XBOX



NOW PLAYING

GameNOW Takes on the Month's Top Games

Working 16-hour days, abusing office water coolers, cursing our take out food choices, and tolerating awful review games are just "part of the job" around here. Wanna join?

MEET THE CRITICS

Dan Leahy

Dan got to pretend he was a TV star this month. Yep, it's true, he appeared on ESPN and everything. His advice on how to get ahead? Don't drink the Hate-o-rade.

Favorites: *World Series Baseball, Hot Shots Golf 3*

Mark Manzo

Manzo finally picked up a Cube. Sure it was for *RE*, but with cutesy titles like *Luigi's Mansion* entering his stash, he's been all "rainbows and puppy dogs" lately—Yuck!

Favorites: *Resident Evil, Medal of Honor Frontline*

Phil Theobald

Any fun Phil had while playing *DDR Konamix* was quickly dashed when he was forced to review *Britney's Dance Beat* for GBA. That's what he gets for liking music games.

Favorites: *Resident Evil, Akira Psyko Ball, DDR Konamix*

Ethan Einhorn

After playing through *Spider-Man*, Ethan's ready to take on Willem Dafoe in a little hand to hand combat. He's gonna force that guy to swallow his own giant teeth.

Favorites: *Resident Evil, Spider-Man, JSRF, Hot Shots Golf 3*

THE LUCKY & THE OVERPAID: GAMENOW'S FREELANCE CONTRIBUTORS

Lee Stabler

Last month Lee caught a bad case of scurvy playing *Pirates: The Legend of the Black Kat*. As we're writing this, he's still confined to his bed for recovery. We figured the best way to help him pass the time was to pass along a copy of Bethesda's endless *Morrowind*.

Favorites: *FIFA 2002: RWCup, Elder Scrolls III: Morrowind*

Jim Mazurek

Jim spent most of his month tearing apart *Resident Evil: GameCube*. In his spare time, he learned to sell useless items on eBay. It's amazing how many people buy useless garbage for ridiculously inflated prices. Who'd have thunk it.

Favorites: *Resident Evil: GameCube*

Greg Sewart

Like fellow Canadian Michael J. Fox, Greg digs fast, futuristic looking cars, Elizabeth Shue, wearing life preserver jackets and Christopher Lloyd. Greg actually travelled back in time to warn Dan Leahy that he was going to be gunned down by Lybians.

Favorites: Huey Lewis and the News, hover boards, *Wild Gunman*

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GAMES REVIEWED

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Spider-Man (GameCube) 60
Wipeout Fusion . . . 62

THE SCORE SHEET

Plain and simple, this is how we break it down to come up with a final grade. Keep in mind that a C is average, B is good and A is great. Games receiving a D or F are poor and don't deserve your time. The + and - are used to add a little spin up or down. Enjoy!

CONTROL

We consider whether the control feels "on" for its given genre. Also, we like to see customizable controller configs and other options to put players in charge.

IMPACT

This is where we look at the game as a whole. Graphics and sound are a large part of impact, and originality is considered here as well.

LIFESPAN

Replay value, depth and long-term fun factor are keys to a game's lifespan. Basically, this tells you what kind of bang you get for your buck.

EXTRAS

Extra game modes, online play, special cheats/levels and more make up our extras category. The more the better, right? We thought you'd agree.

NOW RATED: *Once we've thoroughly played a 100-percent version of the game, we'll give it our final "Now Rated" grade.*

That was then

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out feeling they have to invest tons of time to be decent at it. At the same time, don't let it fool you. There's a lot of technique for the hardcore gamers that want to unlock everything."

Unlocking the new cabbies and other goodies will not only take some time, but it'll also require you to complete 20+ Crazy X mini-games. These games range from simple (jump a certain distance) to the seemingly impossible (navigate a series of turns and jumps on the side of a Grand Canyon cliff). Of course, the real point of the mini-games is to help players hone their skills and refine special moves such as the Crazy Drift.

"With the mini-games, we're trying to bring players along the learning curve," Musler said. "Plus, it's just one more bonus for people who want to master the game."

From the early version we saw, we have little doubt that lots of fans will flock to *CT3: High Roller*. With its crushing sense of speed and uncanny addictive qualities, *CT3* should be one of the summer's better Xbox titles. Get ready to make some crazy money.

"The gleaming lights, wide open feel, and vibrant nature should appeal to almost any gamer." *–Noah Musler*

COMING SOON!

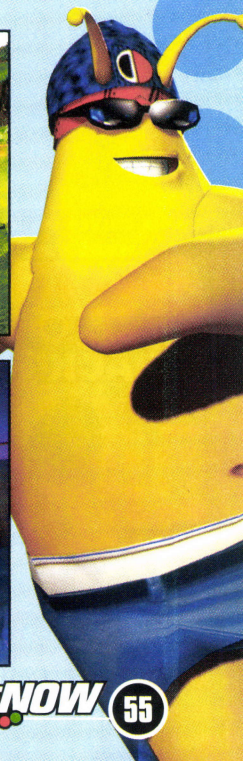
Crazy Taxi is just a glimpse of what's to come. From Sonic to Shenmue, from Shinobi to Panzer Dragoon, Sega has tons of quality franchises just waiting to spread their wings on all three next-gen systems. Following *CT3*'s release, this fall will also see a couple of other high-profile debuts. For a quick peek at what's next, check out our info and screens on *Toe Jam & Earl III* (Xbox) and *Phantasy Star Online: Ep. I and II* (GameCube).

PHANTASY STAR ONLINE: EP. I & II

Make mad Meseta (money in PSO), steal from your friends, and develop some killer mags. Sound like fun? It is, and it's coming in the form of PSO: Ep. 1 & II. Online play has been confirmed in Japan (Internet play in the U.S. is still a mystery). Enhancements to this version include new character classes (a female Ranger, a female Robotic Hunter and a male Force), costumes, enemies, bosses and levels like this beach stage. We'll have more multiplayer, and hopefully online details, in next month's issue.

TOEJAM & EARL III

Back in the early 1990s, quirky afro-space aliens ToeJam and Earl rode a wave of funk and style to the top of the Sega Genesis cool-o-meter. Well, now they're back and ready to shake their junk on the Xbox. Part scavenger hunt, part 3-D platformer and part rhythm-based mini-games, *TJ&EIII* will remind us once again that there's *no* parking on the dance floor, baby.



CRAZY TAXI TECHNIQUE

There's plenty to learn if you're gonna be a pro at making some crazy money. Read on for a quick primer on how to excel at the art of acceleration.

1 CRAZY DRIFT

Get to top speed, yank the wheel in the opposite direction, shift into reverse, and slam it back into drive immediately. Do NOT let off the gas.

2 CRAZY DASH

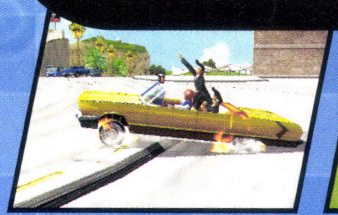
Simple yet effective, the Crazy Dash can help you get to full speed in a heartbeat. From a stop or while driving, just mash the accelerator and the drive gear buttons at the same time.

3 CRAZY THROUGH

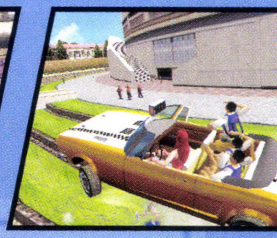
Passing by other cars, either parked or moving, at close range and at top speed results in a Crazy Through. Perform multiple throughs to build up your Max Combo meter. You'll make mad Crazy Money.

4 CRAZY STOP

Just like the Crazy Dash, except that now you use the Brake and Reverse Gear buttons. This will allow you to stop on a dime to pick up or drop off customers. Also can be used in conjunction with Crazy Drift for a Crazy Drift Stop. Is that crazy enough for you?



welcome to DRIVER'S ED

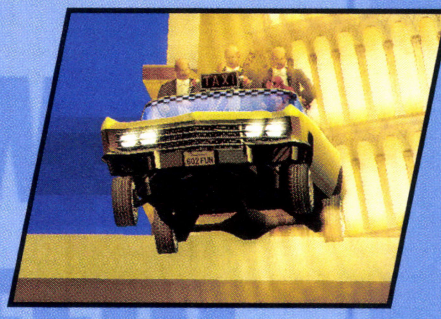


The premise behind the game is remarkably simple: Pick up a passenger or group of passengers, peel out toward their destination, pull off as many crazy moves and insane driving hijinx as possible, and beat the clock. This is all done amidst a varied, expansive cityscape, and complemented by a top-notch soundtrack. Oh, and did we mention that there's an almost crushing sense of speed? This game moves, and it's almost impossible not to get sucked into the subtly addictive gameplay.

Hitmaker's adding plenty of other candy to make sure Xbox owners see this title's value. First on the list are four new cabs and cabbies; take a spin with Angel, Bixbite, Ms. Venus or Zax, along with any of the eight cabbies from the original two games. *CT3: High Roller* pays homage to its title with the inclusion of one all-new level, Glittering Oasis.

An obvious knock-off on Las Vegas, the Oasis level sports 11 faux hotels that dwarf the real ones such as the Luxor or MGM. Other real-life landmarks in the game include the Hoover Dam and Grand Canyon.

"We're stoked about the new level," Musler said. "The gleaming lights, wide open feel and vibrant nature of the traffic and pedestrians should appeal to almost any gamer."



As you zip around, you'll notice plenty of group fares available, such as a few showgirls or a bunch of baseball players. While they don't rival HBO's *Taxi Cab Confessions*, they will chat you up and provide a few fun animations.

If you missed out on the Dreamcast era, and haven't had the chance to play *Crazy Taxi* on the PlayStation 2 or GameCube, you'll be offered the opportunity to catch up on some "crazy money" thanks to the inclusion of the first two levels, and all the cabbies, on this version. The action is also spiced up a bit by the fact that now you can play the Crazy Taxi West or Big Apple courses at night. You can even use the game's newer tricks, such as the Crazy Jump, to add new life to an old course layout.

The Crazy Jump is one of several techniques that really help Crazy Taxi shine. Crazy Drifts, Crazy Stops, Limit Cuts and other maneuvers will shave precious seconds off your route, and serve to drive your score higher (earning you a better license). Also, if you have a group fare going, any special moves receive a multiplier score.

"We want this thing to be as easy to get into as possible," Musler said. "People can get in and get out with-

DO I ENTERTAIN YOU?

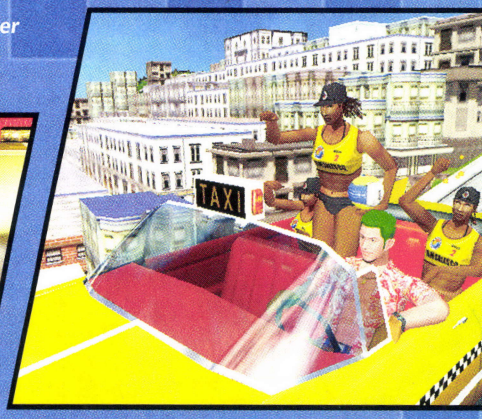
While Sega's emergence within the sports genre is an ongoing story, it's the entertainment side that could ultimately propel the company to third-party dominance. Sega's ultra-ambitious goal of being the number-one third-party developer requires phenomenal success in both the sports and entertainment arenas. To that end, Sega's releasing games in nearly every genre and on every console through the end of 2002. Here's an exclusive look at some of the future stars in Sega's ever-expanding universe.

GETTING CRAZY WITH IT

The entertainment bonanza kicks off this summer with the release of *Crazy Taxi 3: High Roller* for the Xbox. Yes, it's another installment of an already sequel-laden series, but know this. Sega developer Hitmaker went to great lengths to make sure that the original CT went beyond the arcade version, the sequel far beyond the original, and so on. If there's one thing these guys "get," it's taking something great and actually improving on it.

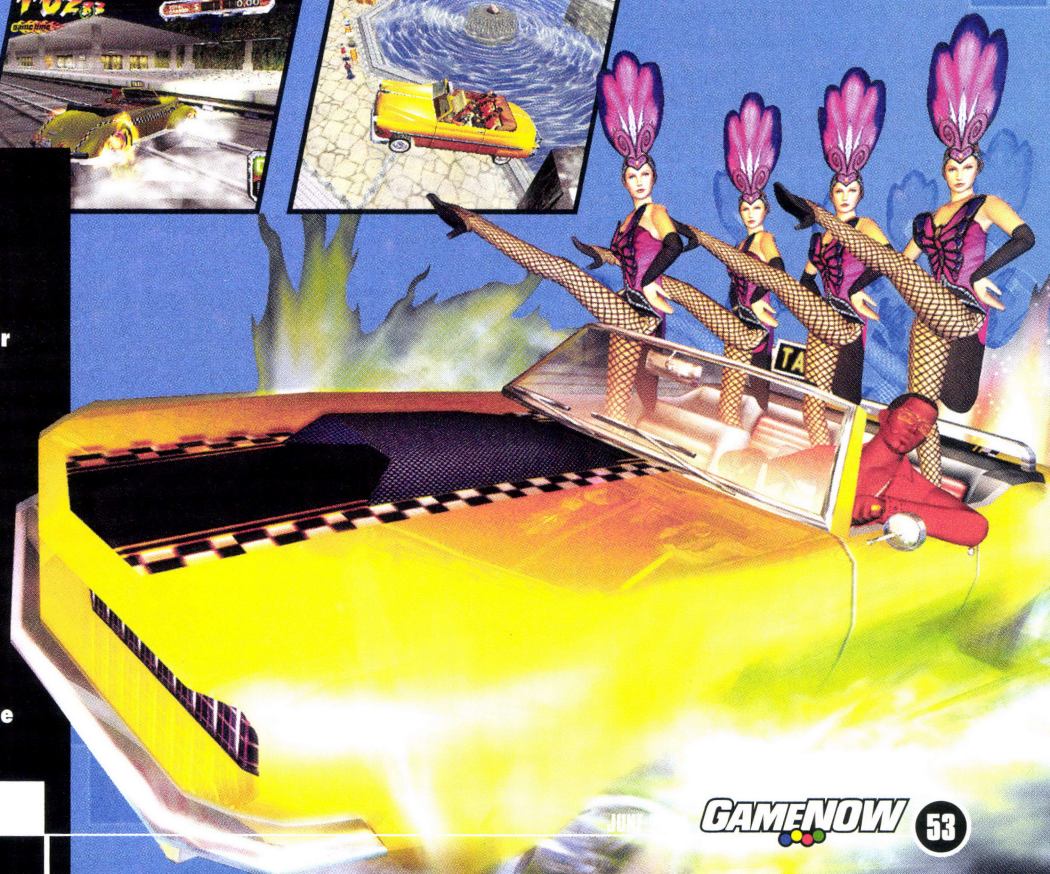
Crazy Taxi's appeal lies in the fact that it's one of the few games, much like SSX or the Tony Hawk titles, that has intuitive gameplay and endless depth. By drawing in the eight-year-old who wants to take a spin around the block, or the 18-year-old who wants to beat every possible thing in the game, CT has a huge potential audience.

"We think this will skew a little bit to the older, more mature gamers," Noah Musler, Associate Product Manager said. "Maybe 18 to 30-year-olds, people who grew up in arcades, a very similar crowd to the one that made the Dreamcast game such a big hit."



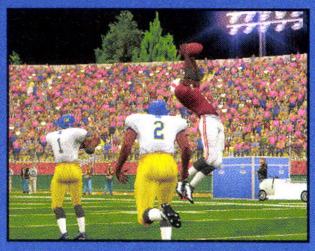
CRAZY TAXI MOVIE

Hollywood director Richard Donner (*Superman, Lethal Weapon*) has a Crazy Taxi movie in the works. Donner's flair for action-heavy sequences should fit any CT-themed movie just fine, as camera work can be tailored to mirror the frenzied pace and urban feel of the game. Plot details are still vague, but we could say that about 70-percent of the movies we've already seen. No release date has been set, but we wouldn't be shocked to see the movie follow closely in the footsteps of the game's release.



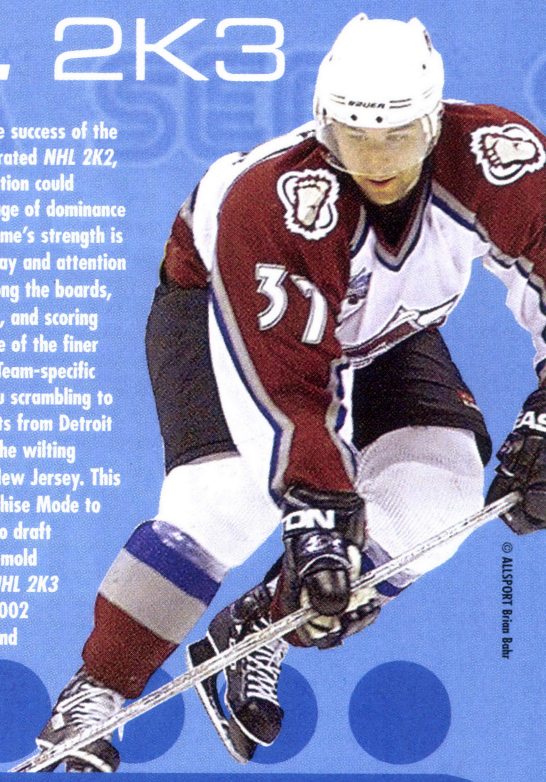
NCAA 2K3

No frat house footballer should overlook VC's upcoming *NCAA 2K3*. As any college gridiron fan would tell you, this is football the way it's supposed to be—no free agents, no contract disputes, no trades and no prima-donna superstars. College football is all about time-honored traditions and civil war-like rivalries. *NCAA 2K3* promises to bring the pageantry home, and it's off to a good start with the acquisition of the BCS Championship license. Now instead of lame, generic sounding bowl games, you'll actually get to participate in one of the 25 official NCAA Bowl games. A new Legacy Mode should have armchair coaches bristling with excitement, as it challenges you to become a coaching legend. Recruit players, prep them in spring drills, and see where you stack up against historical coaching alumni.



NHL 2K3

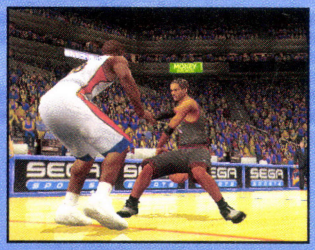
Building on the success of the vastly underrated *NHL 2K2*, this fall's edition could establish a new "ice" age of dominance for Sega Sports. The game's strength is its free-flowing gameplay and attention to realism. Checking along the boards, jousting for loose pucks, and scoring goals in traffic are some of the finer moments of *NHL 2K3*. Team-specific strategies will have you scrambling to fend off a flurry of shots from Detroit or struggling to break the wilting defensive pressure of New Jersey. This year's title brings Franchise Mode to the mix, allowing you to draft players worldwide and mold them into superstars. *NHL 2K3* is slated for a winter 2002 release on PS2, Xbox and GameCube.



© ALLSPORT Brian Bahr

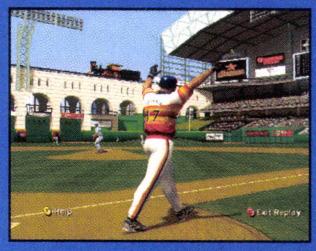
NBA 2K3

Already the best playing basketball game on the planet, *NBA 2K3* aspires to the rarified air of total console supremacy. *NBA 2K3* sports a truckload of new gameplay tweaks, including improved post offense, tenacious new shot-blocking and pass-stealing defense, and a cool new feature that lets you scramble for loose balls. On the visual side, VC is promising all-new arenas and player models so real that you'll even see them sweat. If straight-up ball isn't your thing, then check out the revamped street mode. Hoop it up with crazy combinations of NBA players on street courts. Nothing beats a little Shaq-Kobé 2-on-2, under the lights, with a crowd of people watching the action. *NBA 2K3* is on schedule for a fall release for PS2, GameCube and Xbox.



WORLD SERIES BASEBALL

Exclusive to the Xbox, *World Series Baseball* finally looks to bring some luster back to Sega's virtual diamond. The early version we played was very impressive, sporting the best looks of any baseball game on the market and solid gameplay to boot. While it might not be as "sim" as *High Heat*, there are more than enough extras to tantalize any baseball aficionado. The game's Franchise Mode is exhaustive and engaging. You'll be in charge of hiring a coaching staff and a pool of scouts. The more you pay these folks, the better advice and scouting information they'll give you. Or pay your coach a pittance and invest in high-priced free agents. Don't like salary cap restrictions? Turn 'em off. And finally, create players and use them in franchise (how long did we wait for this?). It's quite well done. *WSB* also sports a Cooperstown Collection license, which means you can play as or against 25 of the greatest players of all time, including Reggie Jackson, Ernie Banks, Bob Gibson and more.

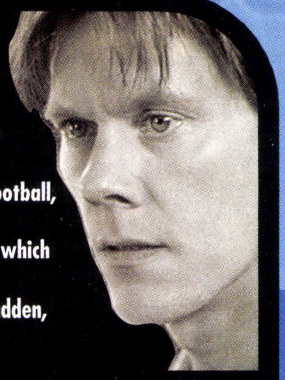


With the most well-rounded list of options available, smooth hitting and fielding, and the excellent Franchise Mode, *WSB* is our early pick for the diamond game to own this spring. We'll report back with a full review next issue.

SIX DEGREES OF ESPN

While we're excited about the prospect of seeing ESPN's fingerprints all over this game, we're curious as to who belongs to who here. The way we see it:

1. Disney owns ABC.
2. ABC owns ESPN and does Monday Night Football.
3. Monday Night Football has the rights to John Madden.
4. Madden appears on Monday Night Football, and, most likely, bits for ESPN.
5. ESPN partners with Visual Concepts, which used to do games for Electronic Arts.
6. Electronic Arts owns the rights to Madden, who is on ABC, which owns ESPN.



STAR POWER URLACHER

54

Most cover stars get their billing thanks to frequent trips to the end zone. Most do their share of celebratory dancing and trash-talking. But for *NFL 2K3*, Sega's chosen to go a different route by selecting Brian Urlacher, middle linebacker for the Chicago Bears. Urlacher heads up one of the NFL's stingiest defenses, and VC's glad to have him on its game.

"He's a throwback player and really represents who we are," Jeff said. "You just look at him and the way he plays, and the old-school Bears uniform, and think 'now that's football.'"

We sat down with Urlacher and asked him about a few things surrounding his new "star status."

Q *What are the Bears looking like next year?*

A We'll be good. We have the confidence of a team that's won before, but that first-place schedule's gonna be tough.

Q *Who's going to be the most improved team?*

A That's a good question. There's always one or two that surprise, kind of like we did this year.

Q *What's it mean for you to be a part of* NFL 2K3*?*

A I think it's great. You know, I don't really do too many endorsements and stuff, but I know this is a good product and it's exciting to be a part of it.

Q Do you play *NFL 2K2*?

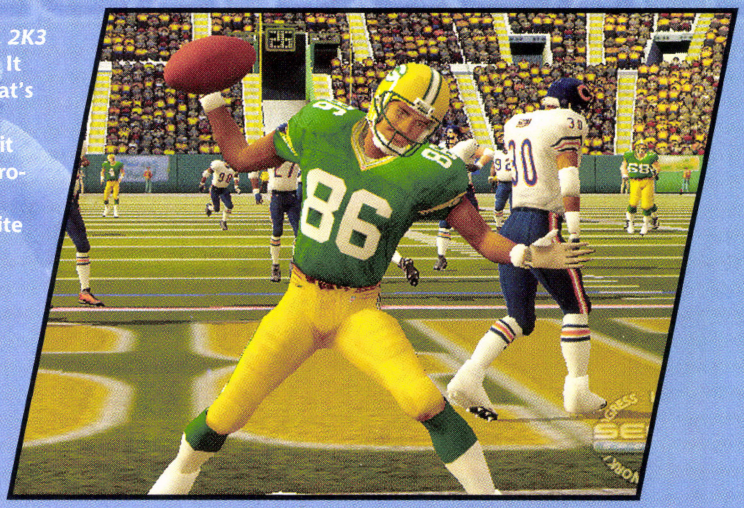
A Man, I get whooped, so I don't play too much. Guys like Rosie (Roosevelt Colvin) and Warrick (Holdman), they're always goin' at it. I don't like to lose.

Q Last question... Was it a fumble?

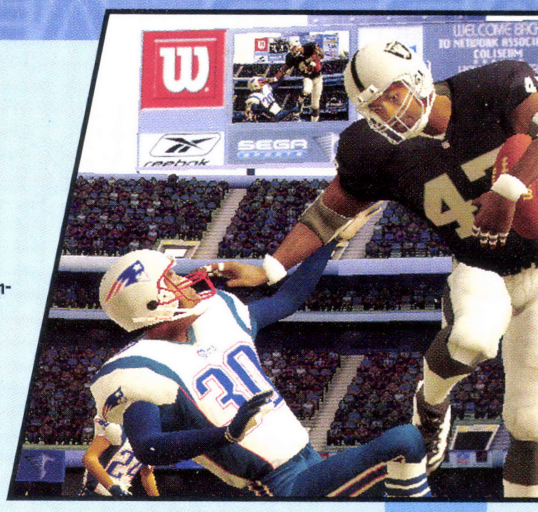
A Oh yeah, it was a fumble.

the ENDZONE

It's apparent, even at this early stage, that *NFL 2K3* is shaping up to be a football monster this fall. It may be a work in progress, but the progress that's already been made is astounding. The only question that remains unanswered is "will it be online? And for what console?" Sega pronounced all its 2K3 games would be online, if the hardware was ready. Despite the lack of a firm answer there, this writer's guess has it online, this fall, for the PS2. Ding-proof, baby, ding-proof.



ANIMATION NATION

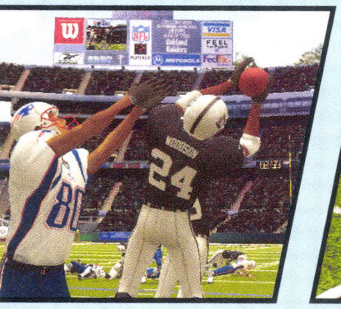


Crucial to the success of any next-gen sports game is the animation work. Animation sequences (players running, throwing, catching) must be smooth, faithfully depicted, and make sense within the context of the game. This is always a delicate process of painstaking detail work, but its an area where VC has continually raised the bar. It doesn't want anything to feel canned, or robotic. Its games try to capture that "you're on the field and anything can happen and you might see something new every time" magic. Sprinkling a bit more of that magic into *NFL 2k3* is a no-brainer.

"We went and did new animation work for every area of the game," Jeff says. "It'd be easy to just update a few here and there, but that's not how we do things."

Chest-thumping exclamations aside, a lengthy game demo offers insight into the level of detail going on here. Handoff animations alone, with up to 70 different variations, look spectacular. There's formation-specific handoffs (like the shotgun) and cool sequences with the draw and other unique plays. Trust us when we say you won't appreciate it until you see it.

While that's just one example of what might be called a pretty animation, there's plenty of functional ones as well. Remember the old suck blocks? Where your defender seemingly gets warped into an offensive player and stuck in a blocking animation, when all you wanted to do was run by the guy? Those are being addressed with what are called "glancing blocks."



"That's gotta be done, and it only makes sense," Jeff says. "Guys don't hold their blocks downfield for very long. There's a lot of bumping and just getting in the way going on."

Seeing it in motion was believing. There's plenty here that'll just make you scratch your head and say "why wasn't that done before?" Running backs get shoved out of bounds, tight ends block and then release downfield, and defenders lunge through containment to make tackles.

PLAYBOOK 101

The playbooks are one of the final pieces of the puzzle. VC's games have always replicated each team's particular style of offense and defense.

"Basically, if you see a play in a team's playbook this year, then they've run that play at some point during the season," Greg said. "We've had scouts breaking down tons of footage. It goes way beyond anything we've done before."

Subtle nuances, like double motion before the snap, are being mixed into *2K3* with impressive results. Another key aspect is not only the inclusion of some of the NFL's trickier plays, but the fact that they actually work. To demonstrate, they ran a play that the Rams pulled off during the year. Sure enough, Kurt Warner shoveled the ball to Trung Candidate, who broke outside, and, just as he was about to get racked, pitched to a streaking Az Hakim. If you're team doesn't have any fancy plays in its arsenal, you can use the Playbook Editor.

"You're not going to create your own plays," Thomas said. "But what it will do is allow you to rip any team's play and insert it into your own book. That way you can tailor things to your style, not just the team's."

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IT'S TIME TO DUEL

The phenomenon that swept Japan has arrived in America! Based on the hit TV show and trading card game, these two new videogames include thousands of cards, dozens of opponents, millions of deck combinations - plus you can import cards directly from the official trading card game. Are you strong enough to become the King of Games?

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GAME BOY COLOR

PlayStation

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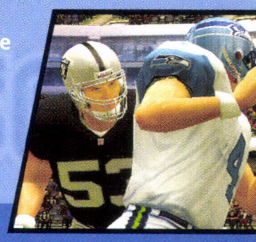
Cool options such implementing ESPN's NFL Draft Ticker are now there for the taking. Also, players can expect to see ESPN-ish highlight cuts from around the league when simming CPU vs. CPU games. Imagine game 16 of the season, knowing you need Team X to lose, only to go to the league highlights and see Team X kick a game-winning field goal.

"We thought they could be a solid anchor," Jeff said. "Their well-designed graphical elements, stat overlays and other resources are just the beginning."



"This is, without a doubt, the most robust Franchise Mode that's ever been done." –Greg Thomas

Another significant improvement to the Franchise Mode will be the refined player ratings and new trade logic. Gone are the days of generic rating bars in a few categories. Now in place are numerical ratings for a wide range of attributes, and a greater disparity between "star" or good players, and the league stiffs. Not only will this affect the way you approach managing your team on the field, but it adds to the excitement of the offseason, as drafting and trading become more than just a button-pushing yawn.

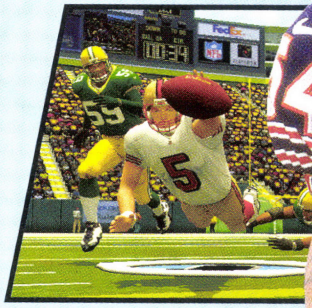
"This is, without a doubt, the most robust Franchise Mode that's ever been done," Greg Thomas said. "From everything we're doing with ESPN to the highlight system to the new trading block offers, I think it's clear that we've built this from the ground up."

CYBER-SMART

Pop. Hop. Bump. Rub. Sink. Over. Under. Flow. Go. Release. This is the language of professional football. It's a complicated sport with crafty schemes, and it's VC's job to get the game's AI to emulate it. How non-controlled players flow to the ball, take angles, make reads and so on is crucial to the realism, and ultimately the success, of a football game. VC is going to great lengths to make sure that this year's AI routines have you thinking and adjusting on the fly more than ever. Just a few of the features include:

- ***Hot Routes***
  Madden and Fever have 'em, now *2k3* will too.
- ***Defensive Hot Routes***
  Tell a corner or linebacker to press up just before the play, or drop back, or go zone, etc. This has never been done before and should add to the chess match that goes on before every play.
- ***More Combination Defensive Coverages***
  Confuse the competition with man/zone packages.
- ***On the Fly Audibles***
  Another long-overdue tactic, this enables you, on every play, to select a few plays within that formation. Your audibles aren't set before the game, and your opponent won't know that when your team shifts around, it's one of the same three audibles you always run. Very cool.
- ***The Game Will Have AI Sliders***
  The final number and categories of these hasn't been determined, but other games have used them to affect things such as the frequency of interceptions, or QB passing accuracy, etc.

"This game will appeal to the hardcore sim guy," Jeff said. "With the sliders and options we're placing at the gamer's disposal, they can customize it to their liking."



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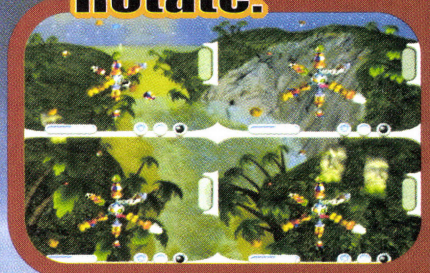

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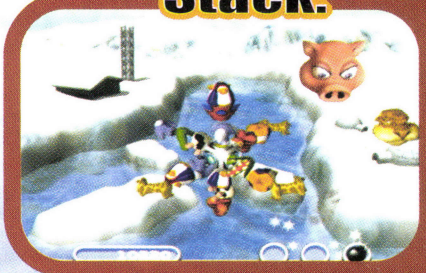

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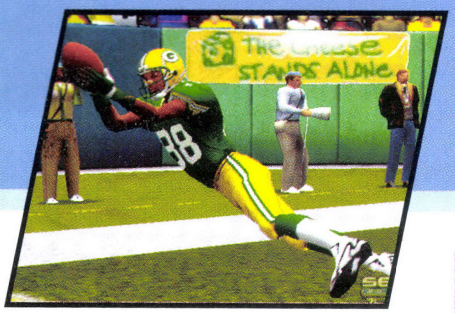
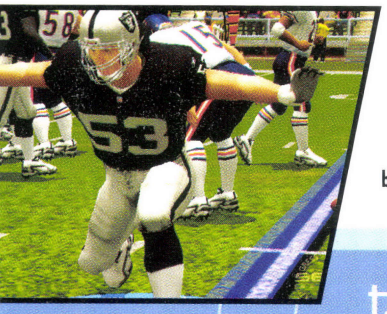
the SPORTING LIFE

Sega and sports games have always had a high profile relationship. The Sega Genesis was known as a "sports gamers'" system of choice, and, more recently, the Dreamcast filled that role prior to the PlayStation 2's explosion.

Well, now it's the platform-agnostic Sega Sports brand that's making the noise. Led by the Visual Concepts line of 2K games, Sega Sports is a major player in one of the industry's most competitive, and lucrative, genres. But like the athlete who craves superstar status, VC has bigger goals. Numero uno on that list? Simply developing the best game of console football ever created.



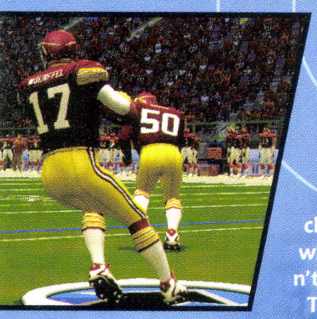
NFL 2K3



Football games sell. They sell BIG. But only when they're done right. We've all seen Konami, Acclaim and any old company think NFL license + game = cash. Well, VC is starting with a bit of momentum on its side. Launched in September of 1999, *NFL 2K* and subsequent editions have neared or topped the 1-million mark in sales. VC's most recent gridiron effort, *NFL 2K2*, marked the first departure from the Dreamcast days, as PlayStation 2 and Xbox owners received what was a very good, but very late, game of football. *NFL 2K2* came out in November for PS2 and January for the Xbox, killing any hopes of huge sales numbers.

This year will change all that. Gone are the development nightmares of sharing time with the Dreamcast. *NFL 2K3* is slated for an August release for PS2, Xbox and GameCube. What should these console owners expect?

"We're aiming for a ding-proof title," said Jeff Thomas, COO of Visual Concepts. "We looked at every review and every message board and asked ourselves where the dings were. This year, we don't want any dings."



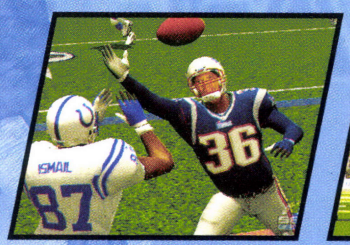
the FRANCHISE MODE

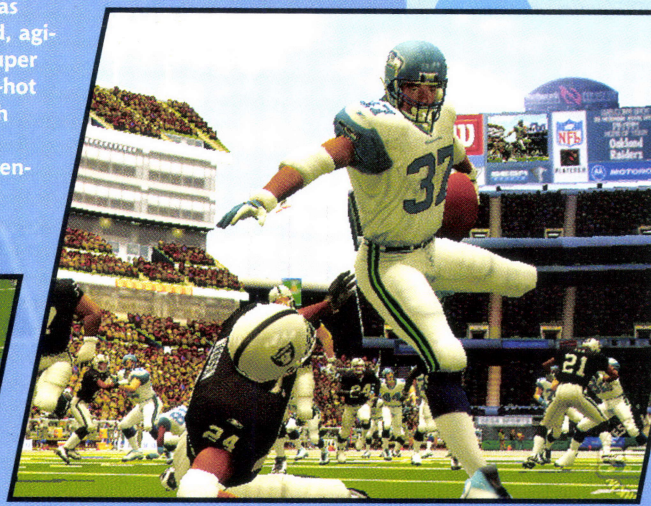
Greg Thomas, President of Visual Concepts, is serious about sports games. Ask him what's changed about the upcoming *NFL 2K3*, and he'll simply state "everything." But ask him which area is going to see the most improvement (and get the biggest overhaul) and it doesn't take more than a nanosecond for Thomas to spout "franchise."

This is where it gets fun. Sitting at a table with the Thomas brothers, talking about their baby, *NFL 2K3*. Jeff is animated, agitated, excited. Greg features the laid-back composure of a Super Bowl-winning quarterback. They both have the kind of white-hot intensity required to make a great sports game. And they both insist that franchise is where it all starts with *NFL 2K3*.

In a bold move, VC has brought in ESPN to ramp up the authenticity of *NFL 2K3*'s presentation. Scoreboards, player ratings, cards, stats and more will take on the ESPN look and feel. The reasoning behind it was simple.

"When you watch a game or watch highlights, who really does it the best?" Jeff said. "We thought the answer to that was ESPN. And we're confident that we're going to use them to full advantage."





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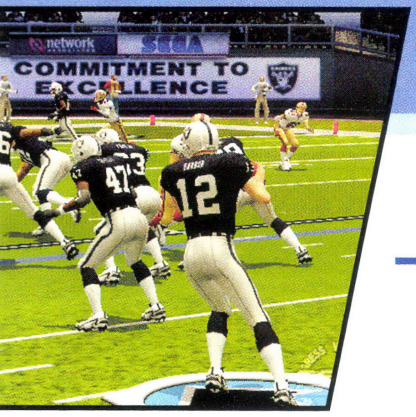
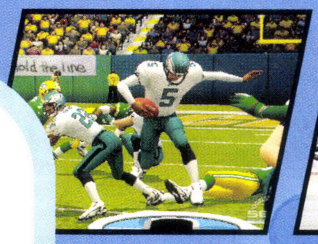
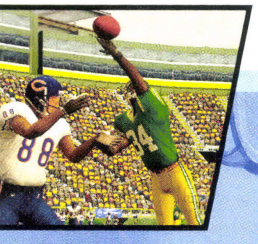




CHANGE TRANSITION GROWTH

Any gaming company worth its salt must be familiar with those words. They aren't meant to be thrown around lightly. Either adapt and give us, the gamers, what we want, or ultimately fail by trying to force your vision on us. Sega, possibly more than any other company, has undergone an amazing transformation. It has fundamentally changed; no longer a hardware publisher (bye-bye Dreamcast) Sega shifted its efforts to becoming a premier software publisher. It has transitioned; after a year of phasing out the Dreamcast and rushing to release some next-gen product, Sega and its teams have 100-percent of their development talent devoted to GameCube, Xbox and PlayStation 2. Sega is growing. Already one of the top five third-party software publishers in the industry, Sega's had some great success of late. *Virtua Fighter 4* hit the top of the PlayStation 2 chart, while *Sonic Adventure 2 Battle* and *Sega Sports NBA 2K2* have performed beyond expectations.

It seems as though gamers are finally reaping the benefits of Sega doing what it does best—making fun games. And with literally dozens of titles planned for next year, it's only going to get better. Enjoy our exclusive, in-depth looks at *NFL 2K3* and *Crazy Taxi 3: High Roller*, as well as sneak peeks at other stars in the Sega Universe.



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TEEN
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CONTENT RATED BY ESRB

Comic Mischief
Suggestive Themes

Q&A

■ WILL THE XBOX VERSION OF *MORROWIND* BE IDENTICAL TO THE PC VERSION?

Unfortunately, no. The Xbox version will not have the Construction Kit, and it looks like it won't be able to support PC-created mods.

"The fog's getting thicker. And Leon's getting l-a-a-a-r-r-r-ger!"

This village looks like something out of Mad Max: Beyond Thunderdome.

FACT FILE

MORROWIND

- **Publisher: Bethesda Soft.**
- **Players: 1**
- **Release: Available Now**
- **Genre: RPG**
- **Website: www.morrowind.com**

XBOX

The first-person view adds to the game's big, immersive worlds.

This guy looks nasty. Now where's that trusty bazooka of mine...

ELDER SCROLLS III: MORROWIND

2,000 NPCs can't be wrong, can they?

When the prequel to *Morrowind* (*Daggerfall*) was released to an eager and over-hyped PC RPG audience, some disgruntled fans wondered if Bethedsa should have listed "Roach Motel" as a system requirement. Heralded as the first-ever wholly open-ended RPG where countless hours could be spent doing any variety of real-life activities, *Daggerfall* wound up falling short in areas of ease-of-use, graphics, and, most importantly, system errors.

Fortunately, with its *Elder Scrolls III: Morrowind*, Bethesda correcting its previous mistakes without abandoning its vision of a thoroughly diverse gameplay experience.

For instance, *Morrowind* has a gaggle of new features to help merge the exploratory approach to RPGs with a system to keep you flowing toward an end-game scenario. The talk engine includes various actions from straightforward questioning to bribery. Depending on how you choose to speak—along with the other factors of your relationship to an NPC—the conversation can be either friendly, neutral or along the lines of "Why is this sword in my spleen?"

Also added to the game is a journal system similar to the one employed by Yu Suzuki in *Shenmue*. The journal records important tasks, details and histories that can be easily accessed at any point in the game. Considering the vast amount of jobs your character will take on between his main objectives and those of his guild or union, the journal can be crucial for keeping your sanity.

Unfortunately this build still seems mired in last-gen graphics and animation. Although the player can switch between first- and third-person viewpoints, the collision detection makes the third person almost unplayable.

Console RPG fanatics (you know who you are, Yuna fanboys) may be turned off by *Morrowind*'s slower pace, but for some, this just may be the answer to their RPG prayers.

This guy warned us to stay off his lawn. Uh, maybe we should've listened.

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Violence

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GAME BOY ADVANCE

Q&A

■ IS THIS JUST *DAVE MIRRA 2* ON SKATES?
Acclaim says no, but it really is the same type of game, more or less. The title has been fitted with its own unique trick system and physics model, though, so it feels new—sort of.

■ WHAT MAKES THIS TITLE STAND OUT?
Wild environments, a focus on grinding, and female skaters that jiggle.

It's not a graveyard; it's a set for a horror movie. See the scaffolding?

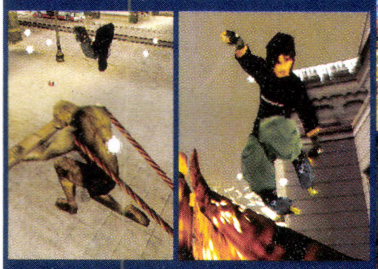
FACT FILE

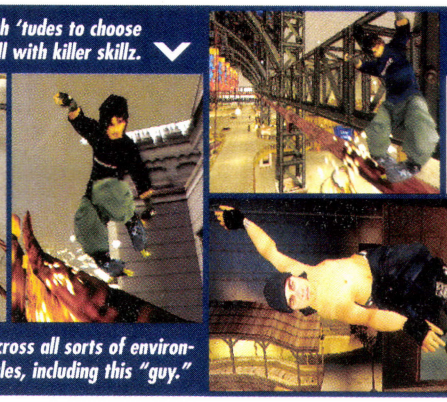
AGGRESSIVE INLINE

- **Publisher: Acclaim**
- **Players: 1-2**
- **Release: Summer**
- **Genre: Extreme Sports**
- **Website: www.acclaim.com**

PS2 PLAYSTATION 2

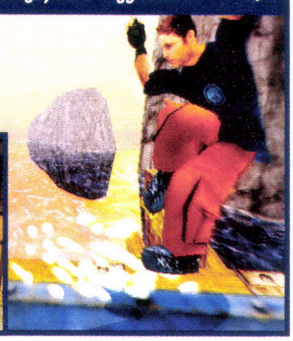
Lots of dudes with 'tudes to choose from, all with killer skillz.





You'll come across all sorts of environmental obstacles, including this "guy."

We've never seen a skater make sparks fly, but these guys are "aggressive."



AGGRESSIVE INLINE

Just when you thought the craze was over.

We'll shoot ya straight here: When it comes to extreme sports titles, if a disc doesn't have the name "Tony Hawk" printed somewhere on it, we tend not to get very excited about its release. So needless to say, our expectations for the generic-sounding *Aggressive Inline* weren't that high. But all it took to change our tune was to pop Acclaim's new game into one of our PS2s.

The first thing that grabbed us was the graphical presentation—this is one fine looking package. Wet surfaces glisten with reflective details, grass looks soft and lush, and cute female bladers jiggle convincingly. Tony Hawk may have still have the upper hand in the gameplay department, but the *Aggressive Inline* development team has Neversoft beaten hands-down when it comes to visuals.

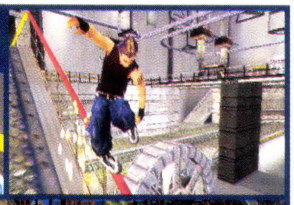
Better still, the game controls really well. Putting players on inline skates makes more sense than harnessing them to a bike or a snowboard; you're given a much greater sense of free-form movement. This becomes important when attempting to link moves. Just like in *Tony Hawk 3*, you can do things like grind, double flip, spin into manuals, and perform cool looking handplants. A lot of the actions feel familiar, sure, but this product clearly isn't looking to innovate. It's simply taking everything that's worked in past extreme games, then pasting these elements together to create an experience that's surprisingly addicting.

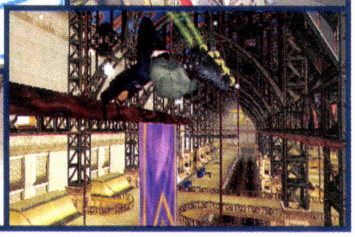
The game's most interesting feature is how the environments are strung together. Every locale is actually a movie set, so you get a chance to zip through everything from a groovy horror film to a gigantic Disney-style theme park. It's a neat idea that adds a lot of variety.

So lace up your blades; Acclaim and Z-Axis are all set to tear it up on Xbox, PS2, and GameCube this summer.

There's always a lot of cool stuff happening on screen. Check out the sparks, the holiday lights and the little flecks of snow.

We haven't seen this much grinding since JSRF.

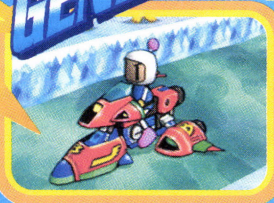


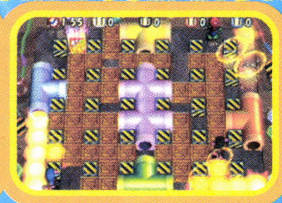


(Have you heard who's on Nintendo GameCube?)

BOMBERMAN GENERATION

SHORT MAN. SHORT FUSE. BIG ADVENTURE.





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Q & A

■ HAVEN'T I SEEN JUBEI SOMEWHERE BEFORE?

It's possible. The character of Jubei Yagyu is modeled after the late Japanese actor, Yusaku Matsuda. Although Matsuda mostly starred in Japanese films, he did play the role of Kogi Sato in the 1989 Ridley Scott film, *Black Rain*, which also starred Michael Douglas and Andy Garcia. *Black Rain* is currently available on DVD.

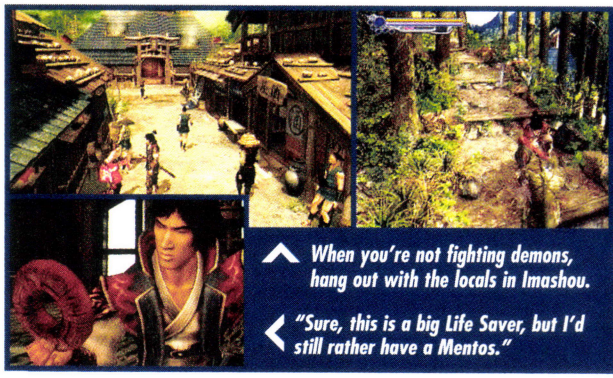
Collect five purple souls and you'll turn into an Onimusha (Ogre Samurai).

FACT FILE

ONIMUSHA 2: SAMURAI'S DESTINY

- **Publisher: Capcom**
- **Players: 1**
- **Release: August**
- **Genre: Action**
- **Website: http://www.capcom.com**

PS2 PLAYSTATION 2



When you're not fighting demons, hang out with the locals in Imashou.

"Sure, this is a big Life Saver, but I'd still rather have a Mentos."

New characters will lend you a helping hand when the going gets tough.

ONIMUSHA 2: SAMURAI'S DESTINY

Stop Nobunaga's Evil Ambition

If *Onimusha: Warlords* were Mountain Dew, then *Onimusha 2* is Mountain Dew Code Red. Sure, it's similar to the original, but it has a whole new flavor and it's much, much sweeter.

Hopefully you didn't get too attached to Samanosuke, the star of the original. Sammy and his battle against Fortinbras are history now. A new character, Jubei Yagyu, is the star of this adventure.

Don't let the new lead scare you off, though; this is still *Onimusha*, and from what we've played so far, it looks to be even better than the original.

As before, *Onimusha 2* is an action game disguised as survival-horror. Like most titles in the genre, the characters are polygon models interacting on gorgeously rendered backgrounds (the backgrounds here look even nicer than the ones in *Genma Onimusha* for Xbox).

Everyone's main complaint about the first *Onimusha* was that it was too darn short. It's great fun, but it's over after about three hours. *Onimusha 2* takes care of that problem—the adventure is much longer this time.

Adding to the game's life is the high replay value. As you progress, you'll encounter four new characters who will occasionally fight alongside you. How you interact with the new fighters ultimately affects which of them will help you out. By varying how you play, you can go through the title a few times with different outcomes.

Like the original *Onimusha*, there are plenty of weapons to find, each of which can be powered up. Luckily, you no longer need high-level weapons to unlock certain doors. There are also weapon-specific special moves that can be learned if you can find the proper item, so look everywhere.

With so many ways to play and tons of secrets to find (including hidden mini-games and an *Onimusha 3* trailer), *Onimusha 2: Samurai's Destiny* is shaping up to be one of the best sequels of the year. We give you a full review of this title soon.

Jubei needs no gauntlet to absorb souls.

In addition to the standard set of moves, there are special techniques that can be learned by finding hidden books.

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GAME BOY ADVANCE

PlayStation 2

PC CD ROM

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Q&A

■ HOW REALISTIC IS THE CONTENT IN *FRONTLINE*?

About as real as it gets. In fact, two expert WW2 consultants were called in to ensure total authenticity in the making of this game. Real guns, real gear and real battles are what *Frontline*'s all about.

FACT FILE

MEDAL OF HONOR FRONTLINE

- **Publisher: Electronic Arts**
- **Players: 1-2**
- **Release: June**
- **Genre: FPS**
- **Website: http://moh.ea.com/**

PS2 PLAYSTATION 2

Seen Enemy at the Gates? Time to play it, you armchair sniper, you.

The atmosphere in Frontline is chaotic, right down to the incoming planes.

MEDAL OF HONOR FRONTLINE

War's hell, but *Frontline* plays like heaven.

Listen up, soldier, and listen good! We've seen you watching those WW2 movies. We know you like the Nazi-blastin' action of *Saving Private Ryan*, *Enemy at the Gates* and *U-571* (pretty much everything except that awful *Captain Corelli's Mandolin*). Well lock and load, mister, because you're going in! In to what, you ask? Why, *Medal of Honor Frontline*, of course.

Our boys in Intelligence say the Nazis are busy cooking up some sort of top-secret plane called the Flying Wing. Now understand, whatever this contraption is, we can't let it get off the ground. If we do, we may just lose the war. That's where you come in.

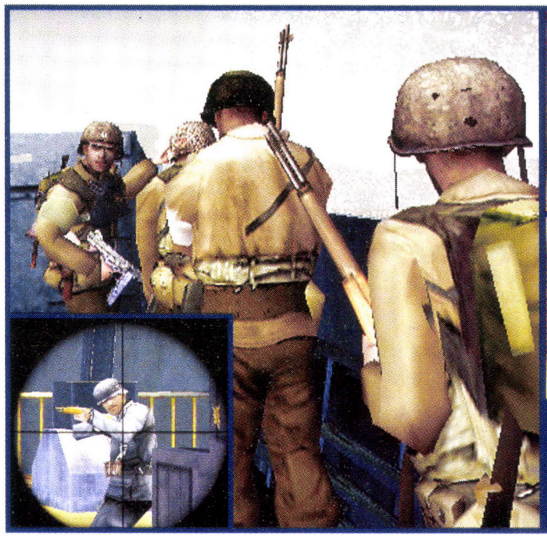
To steal this plane, you're going to have to infiltrate Nazi subs, speeding armored trains, abandoned cities and even Omaha Beach—and we're not talkin' Omaha, Nebraska, son.

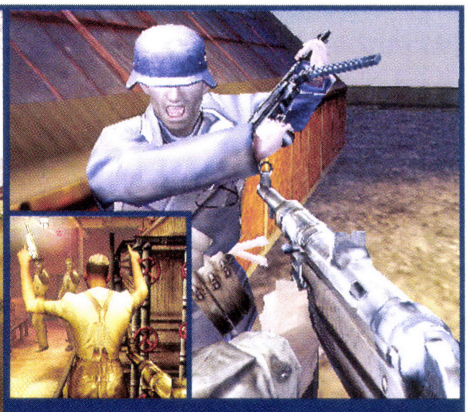
Now don't shoot your shorts just yet. We're not sending you in alone. In some missions, we're even going to throw in a whole platoon of fighting joes with you. These guys are the best and should help you out in a big way, so don't go wandering into the brush and get your head blown off.

Keep with the pack, snatch weapons from the Nazis, jump on the back of Jeeps to use their guns, pick off the bad guys from above with your sniper rifle, and practice the art of stealth to survive. Master these things, and you'll be one lean, mean fighting machine.

In fact, the only thing looking more lean and mean than you so far is *Frontline* itself. This thing is shaping up to be amazing, with butt-kicking graphics, jaw-dropping sound effects and a soundtrack that would make a grown man cry.

What are you still doing here, soldier? There's a war going on! Briefing's over. I want to see less reading and more bleeding. Now get ready to fight!





Sure it's in the back, but hey, he's a Nazi!

Get ready to storm the beaches of Normandy, Saving Private Ryan-style.

Q & A

■ *TEST DRIVE* LOOKS SWEET, BUT I NEED MORE MUSCLE! WHAT SHOULD I DO, MAN?

Whoa, big fella. Assuming you've played the previous *Test Drives* and can't afford a real hot rod (who can?), here are some ways to put some muscle in your virtual garage:

Buy yourself this sweet Pontiac GTO and the best muscle toys around at: www.musclemachines.com

Rent some old-school muscle movies! We recommend Bullitt, Vanishing Point, Two-Lane Blacktop, White Lightning, *and the ORIGINAL* Gone in 60 Seconds.

FACT FILE

TEST DRIVE

- **Publisher: Atari**
- **Players: 1-2**
- **Release: Available Now**
- **Genre: Racing**
- **Website: www.tdgame.com**

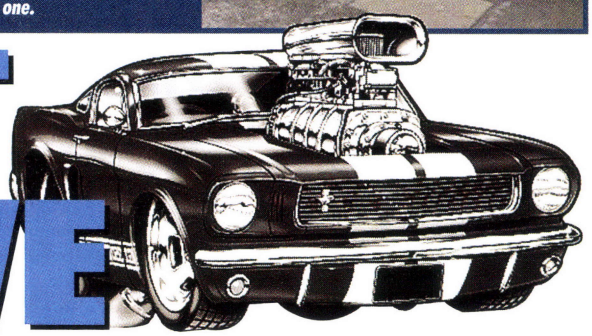
PS2 PLAYSTATION 2

New technology versus old muscle: Who will win?

Gone in 60 Seconds fans should love scenes like this one.

Who needs the Delorean from Back to the Future *with flying cars like this?*

TEST DRIVE



Atari keeps it real and builds some muscle.

Seen *The Fast and the Furious*? Liked the black Charger more than those neon pocket rockets? Time for a *Test Drive*.

Test Drive's shaping up to be more than just another racing game. Atari's taking all the good stuff from the *Test Drive* series (licensed cars, authentic locations, police chases) and adding a wild story mode, opponents with personalities, drag racing, gambling, and a pursuit mode where you chase down the bad guys.

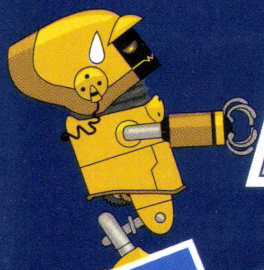
So what does Atari have parked in the *Test Drive* garage? Fast newbies from Vipers to TVR concept cars, vintage muscle like Barracudas and GTOs, and pretty much everything except the wheels you'd find in *Tokyo Extreme Racer*. The list is as extensive as it is authentic, but like most games featuring licensed vehicles, you won't see any nicks, dents, bumps or scrapes on the cars—even though *Test Drive* sports some gut-churning crashes.

What you will see are the sprawling environments of Tokyo, Monaco, San Francisco and London at different times of the day, alive with traffic, marauding cops and heart-stopping jumps. You'll feel like Steve McQueen from *Bullitt* in no time as you fly over San Francisco streets, or jump over a Golden Gate Bridge roadblock ala Nicholas Cage in *Gone in 60 Seconds*. Too bad there's no Angelina Jolie, but that's another story (and game) altogether.

So far, things are looking pretty nice under *Test Drive's* hood. With Atari's planned simultaneous PS2 and Xbox release, we look forward to taking this for a spin on both systems. With killer graphics, rockin' tunes and *Test Drive's* wild brand of arcade racing, we think it should prove to be one sweet ride. In the meantime, keep your motors running, we'll let you know how *Test Drive* handles just as soon as we can.

Test Drive proves that variety is the spice of life.

Forget oval tracks with red and white striped edges, Test Drive *is all about tearin' it up through major traffic—just watch out for the fuzz.*



INCOMING

Big Games, Big Previews...Just for You

JUMP AHEAD!

MEDAL OF HONOR FRONTLINE p.36 ONIMUSHA 2 p.38

Q & A

■ THE TERMINATOR IS SO COOL! WHAT ELSE IS OUT THERE ON CONSOLES?

Most of the Terminator games are out on the NES, Super NES, Game Boy, Sega CD, Genesis and Master System. If you can find 'em, scoop 'em up!

- *The Terminator*
- *Terminator 2*
- *Terminator 2: The Arcade Game*
- *Terminator 2: Judgment Day*
- *RoboCop vs. Terminator*

No, it's not for consoles, but we love Williams' Terminator 2 pinball machine.

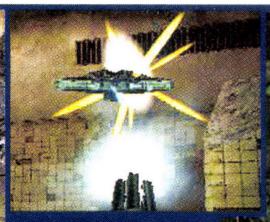
FACT FILE

TERMINATOR: DAWN OF FATE

- **Publisher: Infogrames**
- **Players: 1**
- **Release: Available Now**
- **Genre: Action**
- **Website: www.infogrames.com**

PS2 PLAYSTATION 2

Explore sewers, parking garages and subway stations like this one.



"Whoa, big fella'! Watch where you point that thing, next time, OK?"

TERMINATOR: DAWN OF FATE

Phased plasma rifle in the 40 watt range.

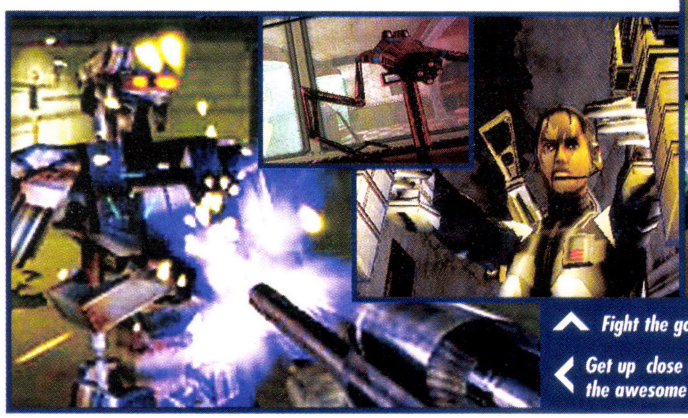
The Terminator is out there. It can't be bargained with. It doesn't feel pity, remorse or fear... Time to stop him.

Infogrames' *Terminator: Dawn of Fate* propels players into an apocalyptic future where war is rampant and Terminators patrol the planet in hordes. But with allies like Kyle Reese, John Connor and a squad of bad-ass grunts fighting back, the battle is far from over.

Terminator: Dawn of Fate fully immerses players in the series' frightening universe with both third- and first-person action, intense exploration sequences, cinematic cut-scenes, movie-quality dialogue and dark, hellish environments.

Nail-biting firefights with machine guns, rocket launchers, turrets, tanks and Terminators dominate the game, and Infogrames looks to deliver tons of beautiful lighting effects, solid control and a chilling score to make the game something even Arnold would be proud of.

From what we've seen so far, we think they're well on their way. Stay tuned for future coverage.



Fight the good fight with this pistol-packin' mama.

Get up close and personal to the Terminators with the awesome first-person mode.

Mysterious Pyramids.
Glorious Victoria Falls.
Herds of Peaceful Giraffes.

THE HOWL OF A TURBOCHARGER.

The endurance of rally driving. The rush of circuit racing. Tear through 19 rugged circuits spanning the Dark Continent in officially licensed vehicles. Conquer Hill climbs and other unique challenges as you master varied terrain. Please, tread lightly.

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The Ultimate Rally Race

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PlayStation.2

Rage
www.rage.com

MAJESCO
www.majescogames.com

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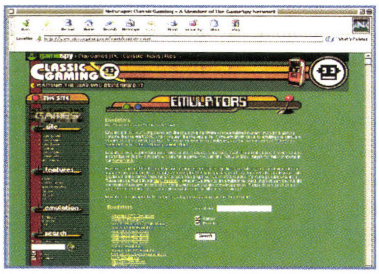
Emulation Station

Here's a list of the best places on the web to download emulators and ROMs. Just as different consoles only play games that were written for them, there are different emulators depending on what style of game you want to play. Remember, the world of emulators and ROMs is a den of thieves. There may be plenty of pop-ups, redirects and all of the other unpleasantries that are normally associated with that "other" reason to surf the web. Enjoy.

Classic Gaming

www.classicgaming.com/vault/emulate.shtml

With a helpful newbie guide and an extensive Game Vault that's stocked with the finest ROMs, Classic Gaming brings a sense of professionalism to the emulation scene that it is sorely missing on most other sites.



Arcade at Home

www.arcadeathome.com/

This site is dedicated to the splendors of emulation and everything that comes with it. If you are looking for a specific game on a particular platform, we have absolutely no doubt in our minds that you will find it here.

EulaMaster

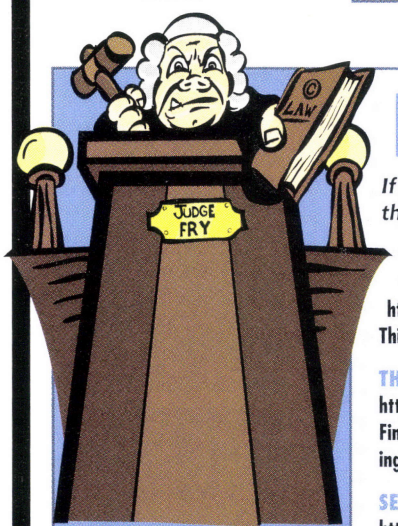
www.emulamaster.com/indexeng.shtml

This is a darling of a web site that supports the MAME emulator. MAME is especially useful for playing old arcade games, and it's generally regarded by emulator enthusiasts as being one of the best around.

DC Emulation

www.dcemulation.com/

This site is committed to Sega Dreamcast emulation. There are plenty of daily updates with easy to read instructions and help. If you got to squeeze in a quick game of *Street Fighter III* when you're at work, this is place to go.



Required Reading

If you've decided that emulators and ROMs are the answer to all of your gaming prayers, we suggest that you inform yourself about the legalities of these products. This list will get you started.

BRAD TEMPLETON'S 10 BIG MYTHS ABOUT COPYRIGHT
http://www.templetons.com/brad//copymyths.html
This explains it all in as concise a manner as possible.

THE INTERACTIVE DIGITAL SOFTWARE ASSOCIATION
http://www.idsa.com/piracy.html
Find out what gaming industry's Joe Friday has to say regarding software piracy.

SEGA ENTERPRISES LTD. V. ACCOLADE, INC.
http://www.eff.org/pub/Legal/Cases/sega_v_accolade_977f2d1510_decision.html
A landmark decision that emulator authors constantly refer to. It states that the reverse engineering of a product is allowable.

SONY COMPUTER ENTERTAINMENT, INC. V. CONNECTIX
http://laws.findlaw.com/9th/9915852.html
Explains what reverse engineering is and how it can and cannot be used.

SONY COMPUTER ENTERTAINMENT, INC. V. BLEEM, LLC.
http://laws.lp.findlaw.com/9th/9917137v2.html
While this case has a ton of information regarding the legalities of screen shots, it reversed a decision that had Sony shutting down Bleem's operations.

THE LEGAL INFORMATION INSTITUTE
http://www.law.cornell.edu/
Become familiar with the intellectual property section. This is an excellent legal web site that has all of the information that you'll need.

U.S.C. 17
http://www4.law.cornell.edu/uscode/17/
This is part of the United States Code that deals with copyright as well as property rights of copyrighted material in the U.S.

GAME BOY COLOR

Enhanced Performance on GAME BOY ADVANCE

Shantae™

NOT JUST ANOTHER GENIE in a BOTTLE!

Genie-girl Shantae stars in an amazing action adventure for the Game Boy® Color! Lying await in a lighthouse, not in a bottle, she's the one to call on to get Scuttle Town out of trouble! Her magic abilities start with ponytail whips and transformation dances. With these in hand, help Shantae save the town's secret surprise from a mysterious pirate.

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www.capcom.com

WayForward Technologies

EVERYONE
E
CONTENT RATED BY ESRB
Violence

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WEB NOW

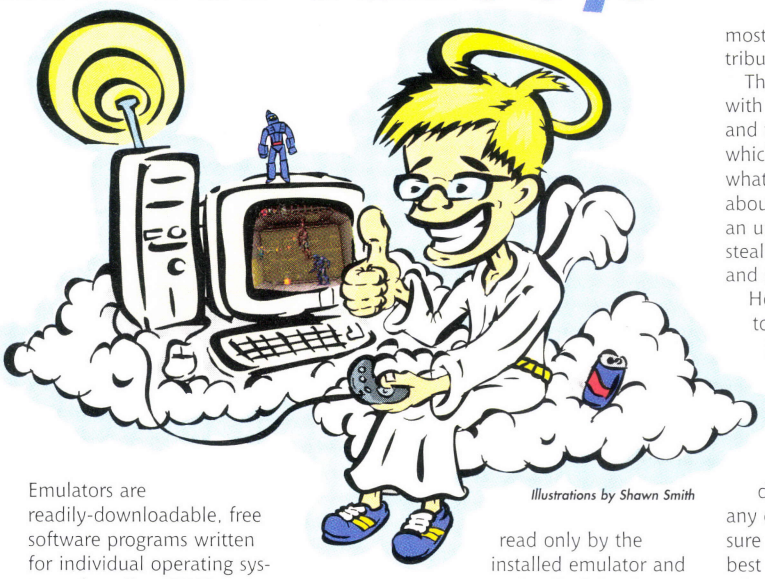
Special Report on Emulators and ROMs

A Valhalla for Fanboys

There is a heaven for all gamers. Whether it's completing a game like *Halo*, finally acquiring that elusive copy of *Radiant Silvergun*, or even finding a use for that Sega CD, there's a ultimate destination for all gamers—a place that, when attained, takes the level of gaming excitement to an ultra height.

For some gamers, this paradise includes downloading and playing full versions of SNES classics like *Contra III: The Alien Wars*, *The Legend of Zelda: A Link to the Past*, and *Final Fantasy III* on their PCs. Some complete their collections by downloading every available game for a particular console and burning them all on a CD. Don't think downloading the best games for the SNES, Neo Geo, or Sega Genesis is possible? Think again.

Welcome to the world (or underworld) of emulators and ROMs.



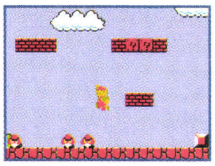
Illustrations by Shawn Smith

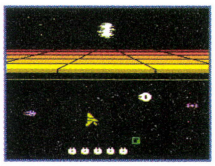
Emulators are readily-downloadable, free software programs written for individual operating systems that allow ROMs to run on a PC. They are generally legal to write and distribute. ROMs, on the other hand, are files that can be read only by the installed emulator and contain all of the data that is on the original ROM chip. These allow the emulator to re-create the game a on a PC. These are mostly illegal to write, own or distribute.

There are major copyright issues with ROMs; their mass availability and the lackadaisical attitude in which gamers take advantage of what is out there. Make no mistake about it, if you download and play an unauthorized ROM, you are stealing the game from its publisher and could prosecuted.

However, this is surely not going to happen. No one from the FBI is going to raid your home in order to make sure you have a license for that copy of *Magician Lord* that you've been playing on your PC.

While we, in no way, condone the unauthorized use of any copyrighted material, we are sure that an informed gamer is the best kind of gamer. So we've decided to make available to you not only the best of what is available regarding emulations, but the legal dealings that certainly come with it.





The PROs

What's illegal is illegal.

Copyright laws exist to protect intellectual property from unfair use, especially that which seeks to profit from another's work. While the rule of thumb concerning ROMs has been that you if bought the rights to play your game in its original format, you can run the ROM on an emulator guilt-free, this is an increasingly blurry field of vision. What if you owned the game years ago and it was stolen? What if it was destroyed? What if you just plain lost it? How do you prove that you did own it? Most likely, you cannot. Not that Nintendo will ever find out if you're playing *Donkey Kong* illegally on your PC, but I guarantee that the company does not approve, and that's its right. Whatever you feel about a large corporation, remember that it also houses dedicated, talented artists who are entitled to a say in distributing their work, credit for its creation, and wherever possible, a well-deserved profit.

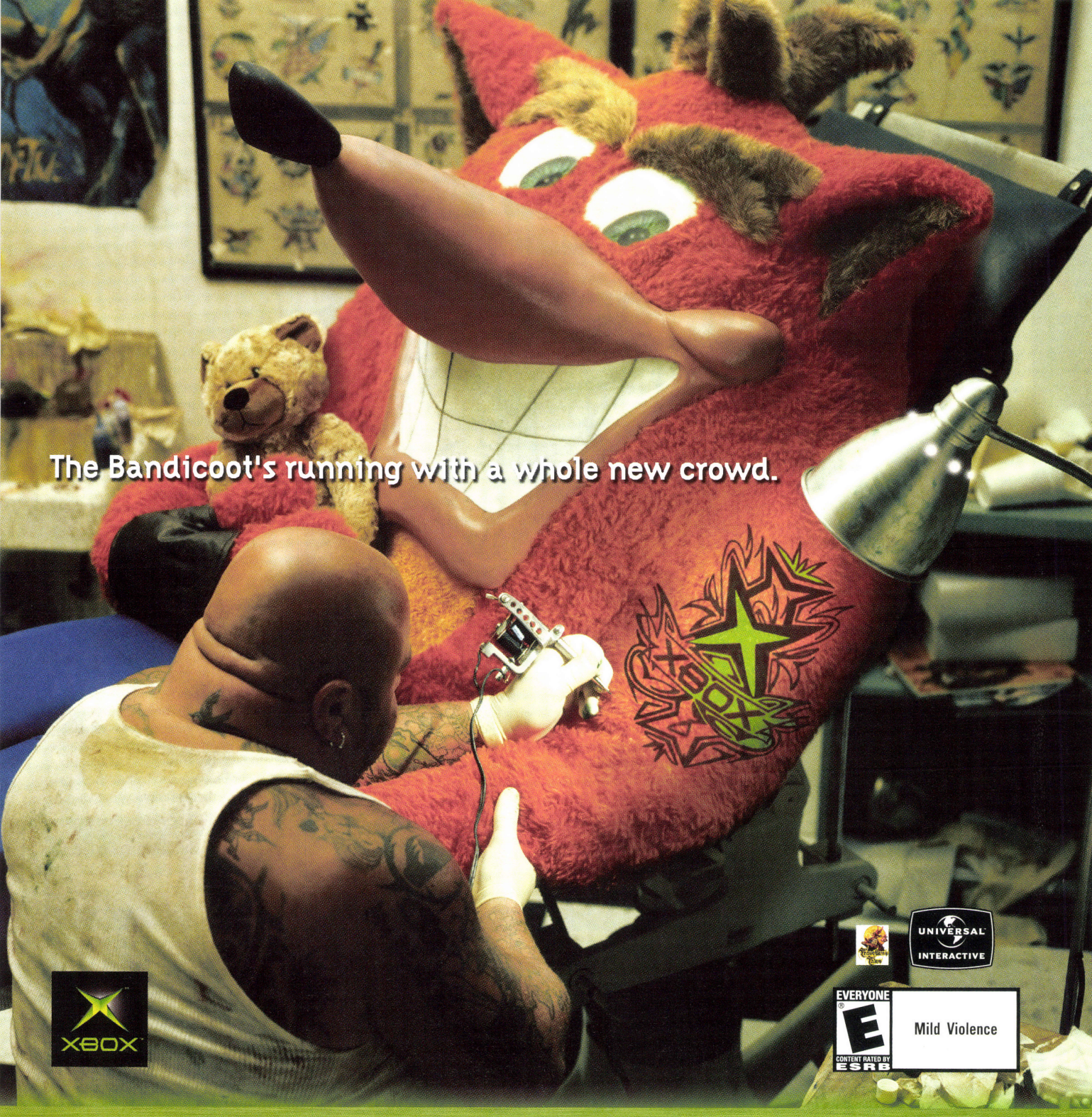
-Charles D. Gray
Writer, gamer and intellectual property advocate

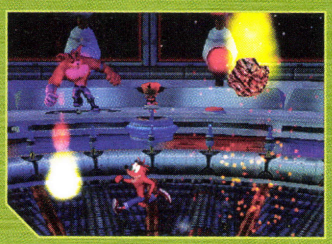
The CONs

If it's free, it's for me

Did any of you pious, copyright-loving, tree-huggers pay for any of the music that is undoubtedly taking up space on your hard drive via Napster? I don't think so. I download emulators and ROMs because they allow me to play games that I otherwise would never be able to play. Neo Geo games like *NAM 1975*, *Last Resort* and *Viewpoint* are prime examples of games that I want to play and can because of their release as ROMS. Not only am I not interested in tracking down a used Neo Geo that's in good enough condition to play my games, but I could never afford to add these titles to my collection if I paid a vendor or bought them on eBay. While Neo Geo games are one good example, there are hundreds of classic Atari, NES, ColecoVision and SNES games that simply cannot be purchased today that are available for the masses as ROMs. Get off you high horse people, this is as victimless as a "crime" can get.

-Ronald McNamara
ROM supporter and gamer on a mission





CRASH BANDICOOT THE WRATH OF CORTEX

Crash. Maxed.

crashbandicoot.com

Here comes Crash, in the biggest character-based game to hit Xbox. The Wrath of Cortex. Lightning-fast load times. Super-enhanced graphics. Fully detailed environments. He's really going all out for this one.

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GAMENOW WORLD

What's Hot on the Other Side of Town!

Anime Mayhem

The anime original, Astro Boy, comes home at last

With so much anime available nowadays, it's easy to forget about where it all began. Way back before there were Cowboy Bebops and Dragon Balls, there was Osamu Tezuka's creation, *Astro Boy*, (known as *Tetsuwan Atom* in Japan). This little robot boy debuted in comic form (manga) in 1951. Nine years later, in 1960, *Astro Boy* became the first manga to be animated, essentially creating anime.

After 193 episodes, Astro Boy ended his animated run, but a new series was launched in 1982, which lasted about two years.

Now, Manga Entertainment is gearing up to release all 51 episodes of the '80s *Astro Boy*. There will be nine volumes total, with five episodes on volumes 1-3 and six episodes on volumes 4-9.

Volumes 1-3 will be released on May 28, volumes 4-6 come out on August 27 and you can pick up the final three volumes on November 26. Each volume retails for $19.95.

ATOM SMASHER *With a whopping 51 episodes of* Astro Boy *to check out, you can be sure that you'll see the little robot kicking a lot of monster booty.*

Although these episodes are currently being released on VHS only, there has been talk of a DVD release.

Unless you're some sort of anime poseur, you owe it to yourself to check out this series. After all, if it wasn't for Astro Boy's adventures, you wouldn't be watching your *Gundam* today.

PLAYSTATION 2 IMPORT

Akira Psycho Ball

Tilt your way through Neo-Tokyo.

If there's one movie that all anime fans are familiar with, it's *Akira*. That's why it's surprising that there haven't been more games based on this popular film. Recently, Bandai released *Akira Psycho Ball* in Japan, and although it's not the *Akira* game that people expected, it's actually very cool. Surprisingly, it's a pinball game that recreates the movie's story by advancing you through tables based on scenes from the film. There's even a two-player mode where you can play against a friend. AIA was scheduled to release this game in the U.S., but it's been put on "indefinite hold." Check out import shops to snag a copy.

Kaneda uses his balls of steel to take on the Clowns

GAME BOY ADVANCE IMPORT

Lunar Legend for GBA

The RPG classic makes its handheld debut

The Lunar games (originally produced for Sega CD and later remade for PlayStation) are two of the most popular RPGs of all time. Recently, a remake of the original Lunar game was released in Japan for the Game Boy Advance. Entitled *Lunar Legend*, this handheld adventure looks nearly as good as its 32-bit brother, and plays just as well. Of course, since this is a GBA game, the anime cinemas of the original are gone, but the still pictures that take their place still look fantastic.

The president of Working Designs (the company that released the previous Lunar games in the U.S.), Victor Ireland, says that his company will definitely not be bringing *Lunar Legends* stateside. Rumor suggests, however, that another company will be buying the rights to the game, translating it, and releasing it here. If you can't wait for a U.S. version and you don't mind wading through menus full of Japanese text, you might want to pick up an import copy.

The battles look nearly as good as they did on the PlayStation

*eckō unltd.
ECKŌ
subject:
ARMAND VAN HELDEN
cube series 9/20
now available:
shop online at eckō.com
complex magazine
published by Marc Eckō
subscribe today at
complexmagazine.com

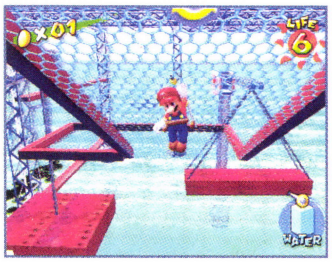
LET THE SUN SHINE IN

Mario Sunshine

Need we say more?

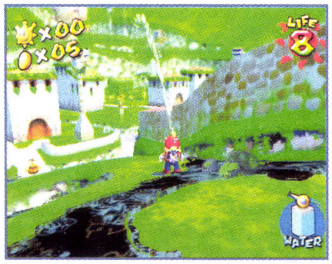
The release date is set. The screens are coming in. We're officially excited—at least until the inevitable Nintendo delay machine goes to work, that is. Pegged for an August 26th release, details surrounding *Mario Sunshine* are still sketchy at best. The game's story centers around someone disguised as Mario who vandalizes the local scenery with dark, graffiti-like marks. Accused of the crime, Mario straps on some water-backpack gizmo and decides to get to the bottom of things. We still don't know exactly what Mario's doing with a water backpack, but if Luigi's Mansion was any indication, we're sure Nintendo will put it to good use. Mario's old moves seem to be intact (think *Mario 64*), but some of his new wall jumps are a bit more dramatic than in the past. The game's environments also harken back to *Mario 64*, although they seem, as would be expected, much larger. We can't wait to pass along some hands-on impressions, so stay tuned.

Yikes! Those Piranha Plants are a bit more intimidating now, no?



Mario's a real swinger. He needs to be to cross this metal grating.

Are these enemies relatives of Mario's cactus foe, Pokey? We'll soon find out.



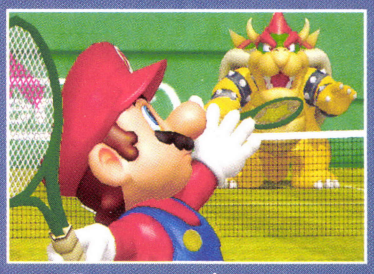
Use Mario's water-filled backpack to clean up the graffiti.

SMASH SOME BALLS

No Agassi, It's a me, Mario

Mario Tennis nears GameCube release.

Any fan of the N64 hit *Mario Tennis* could see this one coming. The fact that Mario and friends are being upgraded to Cube-worthy status is no surprise. GameCube owners can expect the same, smash-mouth, character-driven, lightning-quick gameplay with a few trademark Nintendo surprises thrown in. We're anxious to see if there are any new modes available, but we'll take the regular old game just fine, thanks very much. Check out the level of detail in these screens. You can almost smell Bowser's death-breath coming across the net.



Mario serves up a lame caption.

MARIO TURNS 18

Country Club Fun

Mario Golf tees it up for the Cube

Continuing the country club theme, *Mario Golf* joins *Mario Tennis* in the ranks of N64 mega-hits getting the GameCube makeover. What makes *Mario Golf* so special? Camelot, the original developer of *Hot Shots Golf*, has a firm understanding of what makes a solid golf engine. Add that to Nintendo's lovable characters, each with their own specific skills, and watch the fun blossom. Tournament modes, versus play and up to four-player action will be there for the taking. There's no word on when this one will be making it to the U.S. shores, but we'd be look for it by the holidays.

NINJAS ARE AWESOME

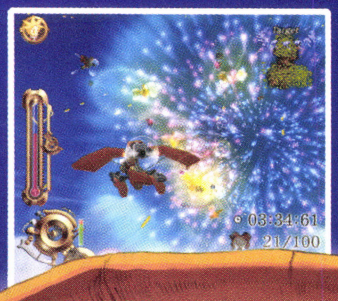
Shinobi on Sony

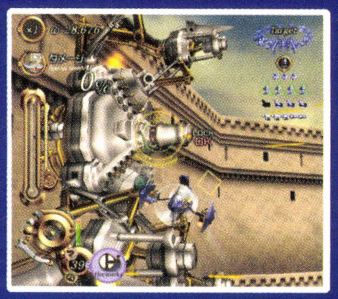
Stealthy Sega series hits the PlayStation 2

It's been six years since we've seen a Shinobi title gracing the shelves. This bold, new Shinobi will be dropping its 2D heritage in favor of fully 3D worlds. Creep around all ninja-like, doing ninja things. Use magic, scale walls, and generally open a can of booty-whuppin' on anyone you encounter. These new adventures are set against the background of a futuristic Tokyo that's been rocked by a devastating earthquake. A general decline in social values has also contributed to the town's demise, and it's up to you to set things right. Sounds good.

Ninjas flip out and wax some people.

AN AERIAL ADVENTURE UNLIKE ANY OTHER





- Powerful game engine allows for expansive environments and an insane amount of onscreen action!
- Choose from three SkyGunners: Ciel, Copain and Femme. Take on a multitude of spectacular missions!
- Take advantage of the intricate scoring system to unlock hidden secrets and modes!

"SkyGunner offers high-flying action, aerial dogfights, massive boss battles, and some truly amazing airship designs."
- EGM

SKY | GUNNER™

In various parts of the world, there are those with jobs unlike any others. They are owners of special aircraft and guns and are commonly referred to as "Gunners."
The setting is the town of Rive, where an exposition is set to take place in two months time.
What adventures await these Gunners?

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

PlayStation.2

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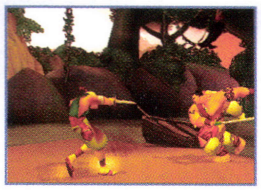
PLAYSTATION 2 PREVIEW

The Mark of Kri

Mark this one as "M-rated"



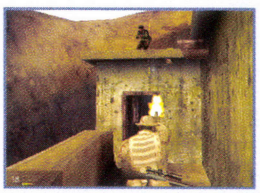
Conan the Barbarian? Hmmph! Conan is a pansy. Rau the barbarian, the star of Sony's *The Mark of Kri*, now there's a real man. Rau's a real brute who like's use sword, bow and Tai Aha (a funky spear) to dismember hordes of animated misfits, and he's just the type of guy that can turn otherwise unassuming environments into virtual slaughterhouses.

Utilizing a revolutionary—and comfortable—new control system, *The Mark of Kri* promises to have you battling up to nine foes at once. Quick button taps coupled with analog joystick targeting produce gruesome results, as *Dragon's Lair*-style cartoon characters lose limbs, heads and entire torso sections (make no bones about it; this is an M-rated game). Though combat focused, stealth is also important, but even sneaky kills have their own excessively brutal animations. Lighthearted by design, yet grim in execution, *Kri* will open more than a few eyes—and veins—when it ships in late July to mid August.

PLAYSTATION 2 PREVIEW

SOCOM: U.S. Navy Seals

SOCOM and knock on our door...



Professional hitman. The most apt job description for *SOCOM: U.S. Navy Seals* players. Despite government-sanctioned activities, this is pure military madness. Teams of three combat terrorism worldwide, tackling trying land-based and underwater operations with a bitchin' assortment of high-powered weaponry. To wit, neither rain, nor sleet, nor snow shall stop that stealth kill.

Alone, you'll confront artificially intelligent foes with equally brainy allies. Teammate orders are issued via gamepad, or through a nifty headset peripheral. It also gets better with buddies—this is the premier online PS2 offering. Up to 16 can simultaneously frag each other senseless through broadband play, with Demolition (bomb placement), Extraction (hostage rescue) and Elimination (deathmatch) options available. And with 12 unique multiplayer maps complementing the 12 single-player missions, you'll never have to worry about measly double-digit body counts again.

How YOU doin'?

SOCOM HEADSET

When you and your buddies get together online to get your SOCOM on at the end of the summer, you can add a little extra sauce to the mayhem with the Headset peripheral that will come bundled with the game (the bundle will cost about $59.99 total). A real technological wonder, the system works marvelously, at a 95-percent accuracy rate. No voice training is required; simply say the word, and squad members charge foes, scout ahead, or cover your exposed keister.

SPIKE SPIEGEL ACTION FIGURE

Yes, we know: You were a fan of *Cowboy Bebop* long before it ever came to the Cartoon Network. In fact, you built a time machine and traveled back to 1975 to meet Cowboy Bebop character designer Toshihiro Kawamoto when he was in junior high school so you could introduce *him* to anime. We realize that you know everything there is to know about anime, but somebody has to tell the "newbies" about the new Spike Spiegel action figure that's coming out in July. If we didn't do it, who would tell the newbies that the figure feature stands 6" tall, has eight points of articulation, and is going to cost about $12. Stupid newbies. Don't they know that they're ruining anime for everyone? Jeesh!

How to spot a
Sweet
TART
You never EMBARRASS your older brother
except in front of his GIRLFRIEND.
You do your homework EVERY night
if your favorite TV shows aren't on.
You let your sister have the game CONTROLLER
when you're DONE with it.
Gummy SweeTARTS
Chewy SweeTARTS
GIANT CHEWY SweeTARTS
SweeTARTS
Yeah, you're a good guy, but we know you've got that other side, too. Just like SweeTARTS®, the candy with the tart and tangy, mouth-puckering taste.
TWEAK YOUR TASTE BUDS.™
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Check Out NestléSweeTARTS.com For Fun Prizes And Contests!

GN Book Club

Because reading is fundamental

Sure, we at GameNOW sit around playing games all day, but sometimes, we do like to pick up a good book. Of course, we won't bother unless the book has something to do with video games. Here's a few cool books that we stumbled onto.

Pac-Man Collectibles

Pac-Man Collectibles by Deborah Palicia is a veritable treasure trove of information about Pac-Man merchandise. Even if you're not a collector, it's fun to see just how much strange merchandise was created during the height of Pac-Man Fever. There was so much stuff, if fact, that a second volume of the book is planned. *Pac-Man Collectibles* is available now for $29.95.

Arcade Fever

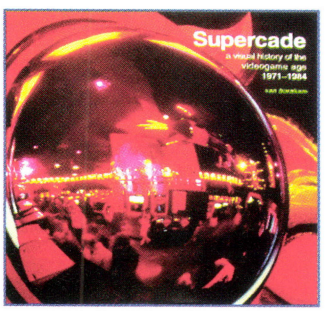
Arcade Fever by John Sellers is another nostalgia-filled book that explores the "golden age" of arcades, back when games like *Pac-Man*, *Centipede* and *Dragon's Lair* were all the rage. This colorful book doesn't take the most serious look at the video game industry, but man is it ever fun to read. You can Catch *Arcade Fever* now for $18.95.

Supercade

If you're looking for a hardcore video game history lesson, you should definitely check out *Supercade* by Van Burnham. This tome contains tons of articles and pictures on just about anything video game related that happened between 1971 and 1984. The $49.95 price tag may seen a bit hefty, but the plethora of information makes up for it.

Pac-Man Collectibles by Deborah Palicia

Arcade Fever by John Sellers



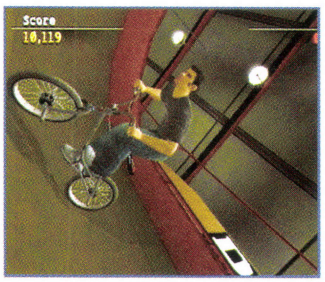
Supercade by Van Burnham

THE POCKET MONSTERS RETURN ON THE GBA

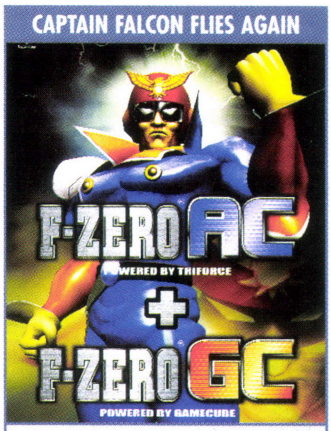
Mat Hoffman's Pro BMX 2

Get ready to bridge your way to the top

The guys responsible for *ATV*, *Splashdown* and *Star Wars: Racer Revenge* have been given the unenviable task of turning *Mat Hoffman's Pro BMX 2* into a release that's on par with *Tony Hawk's Pro Skater 3*. That's a pretty tall order, especially considering that the first *Pro BMX* didn't exactly set the world on fire (after a series of delays, that PSone game arrived on store shelves well after Acclaim's superior *Dave Mirra* title). But from the looks of the preview build we received, Activision is being careful not to repeat past mistakes—the new Hoffman looks like it could crush *Mirra 2* quite handily. It'll be available this summer.



CAPTAIN FALCON FLIES AGAIN



F-Zero

Nintendo's classic returns thanks to...Sega?!

It's weird enough that we're seeing Sega developing games for Nintendo systems, but this news is even more bizarre. Sega has actually teamed up with Nintendo, and will create two new F-Zero games for its former competitor.

Sega is also working with Nintedo to develop the Triforce, an arcade board based on the GameCube's hardware. *F-Zero AR* (working title) will be the first game to take advantage of this new arcade system. Since the arcade unit is essentially a GameCube, the home version of the game (tentatively titled *F-Zero GC*) will be virtually identical.

Although specifics haven't been announced yet, the two versions of *F-Zero* will be able to interact via the GameCube's memory card.

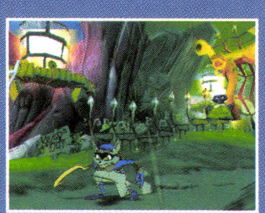
Amusement Vision, the Sega development team behind such games as *Super Monkey Ball* and *Daytona USA*, will be creating the games.

PLAYSTATION 2 PREVIEW

Sly Cooper and the Thevius Raccoonus

Steal this game.

Burglary may be a crime, but in gorgeous cel-shaded platformer *Sly Cooper and the Thievius Raccoonus*, it's also darn good fun. Coming from Sucker Punch and Sony, this promising title features a thieving raccoon who's flits through the shadows, dodges alarms, and explores a world of insane geometry with help from goofy, cartoonish pals. Despite dark color tones—and subject matter—this is a largely whimsical romp bursting with gameplay variety. *Sly*'s shaping up to be one of the best-looking games we've seen this year, so we're exciting to see the final product. In fact, *Sly*'s liable to be so good, it's just plain criminal.



He's got a hook. He's a hooker.

Ka-ching!

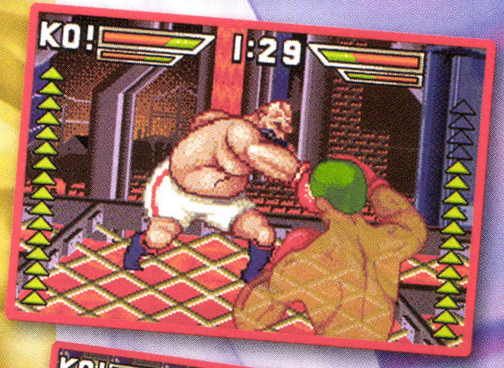
PUNCH KING™

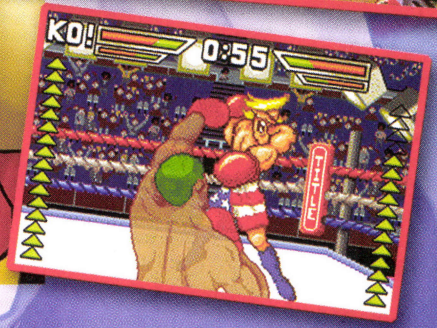
the Ring has a New King!

Climb into the squared circle and go head-to-head with the baddest bunch of boxers around. Duck, jab and clobber your way to the championship title!

Features:

- **12 fist-flying opponents, each with world class skill and unique technique!**
- **Run a boxing gauntlet with brand-spankin' new Survival Mode!**
- **Unlock combos and K.O. your way to the top with all-new Career Mode!**
- **Get the big arena feel with in-your-face Color Commentary of all the head-crackin' action!**





EVERYONE
E
CONTENT RATED BY ESRB

Violence

GAME BOY ADVANCE

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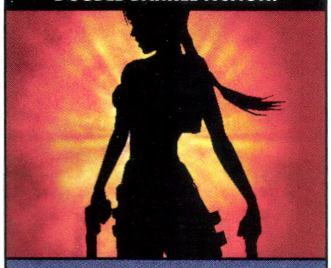
DOUBLE BARREL ACTION!



Lara Croft Tomb Raider: The Angel of Darkness

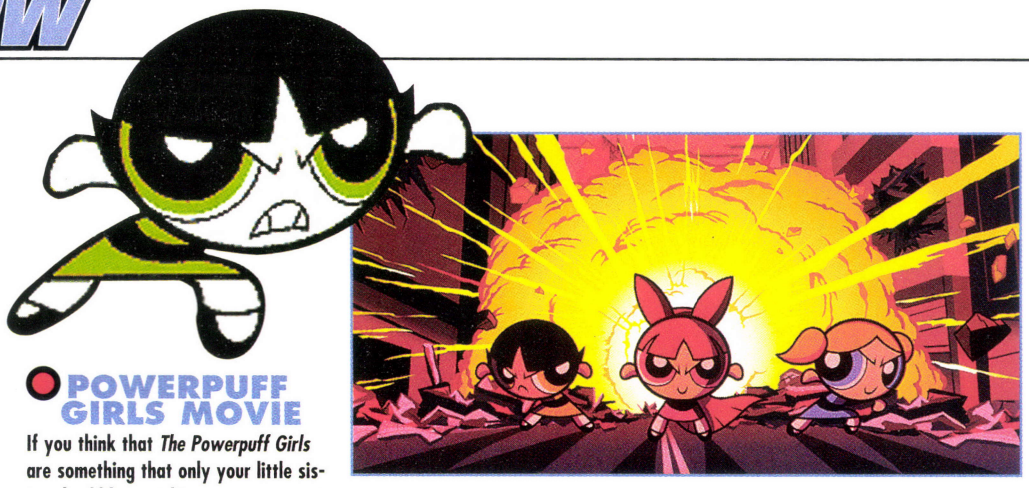
Lovely Lady Lara is back after a long vacation.

Apart from last summer's *Tomb Raider* movie (thank you, Angelina Jolie!), we haven't so much as heard a peep from Lara Croft, gaming's favorite femme fatal. We don't know what she's been doing with her spare time, although clearly, most of it must have been spent in the gym (She now sports more than 5,000 polygons—4,500 more than her previous games), but we sure are stoked now that Eidos has announced the newest game in the Tomb Raider family, *Tomb Raider: Angel of Darkness.*

This Tomb Raider's story is said to be pretty dark. We don't have many details, but we do know that Lara gets framed for a grisly murder, and has to avert law enforcement while trying to track down a few 14th-century art works called the Obscura Paintings. During her adventure, she buddies up with an Indiana Jones-type named Kurtis Trent and engages in the type of general mayhem that we've come to expect from the ol' gal.

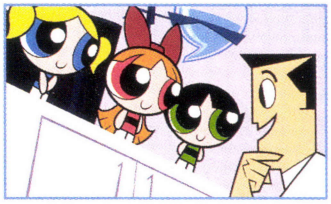
Provided we get to see plenty of hi-res bouncing, the title ought to be a winner. Look for it in the fall.

Midway's soccer game isn't as all-out crazy as NFL Blitz.



POWERPUFF GIRLS MOVIE

If you think that *The Powerpuff Girls* are something that only your little sister should be watching, someone must have hit you hard with the stupid stick. Some of the most cleverly written material on television lurks in what the obtuse call "kids' shows," and *The Powerpuff Girls* is no exception. The show is smart and funny, and we think you should watch it. If you're new to the Powerpuff Girls, or don't have the Cartoon Network, though, you can still enjoy watching the adventures of Blossom, Bubbles and Buttercup in the Girls' first feature film when it comes out this July 3.

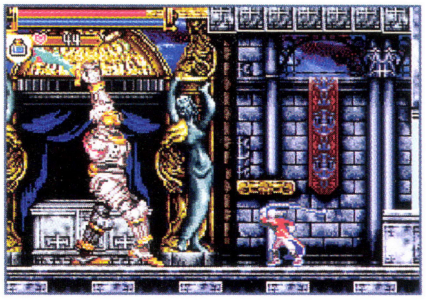


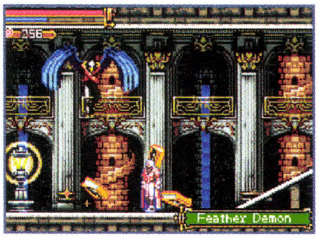
PERFECT HARMONY

Castlevania HoD

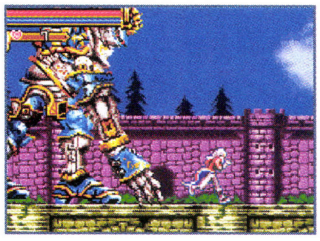
Encore follows excellent *Circle of the Moon*

Not too many games wow us on first glance, but *Castlevania: Harmony of Dissonance* did just that. It's bright and easy to see, and animates extremely well. Settings range from richly decorated chapels and interior rooms to the dark, sinister innards of Dracula's castle. You'll be playing the role of Juste, and the story takes place in the countryside of Transylvania. Konami says the adventure is at least twice the size of the classic *Symphony of the Night*. Now, if it's at least half the fun, we'll be in good shape. Look for it this June.

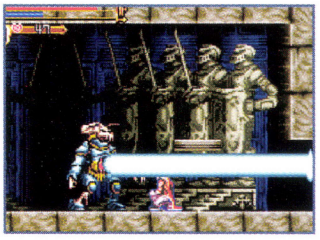




Check out the detail here.



Huge Boss battles? Check.



That's some nifty attack right there.

THE MAN OF STEEL FLIES TO THE PS2

Superman

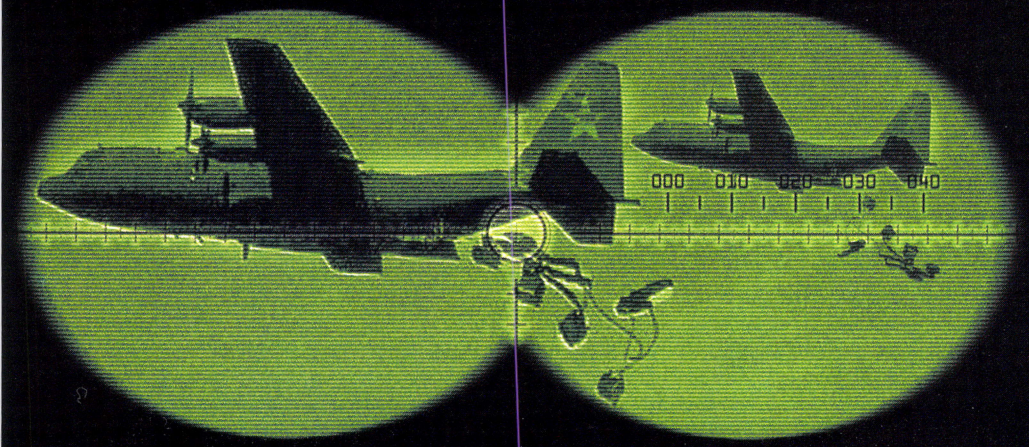
Let's hope this one doesn't suck...

The last *Superman* game (the N64 version by Titus) was awful. Infogrames now has the license, and its first release starring the Man of Steel is *Superman: Shadow of Apokolips*. It's based on the Kids WB! animated series, and the game's cel-shading really helps recreate the look of the show. Look for *Superman* this fall.

Looks like the cartoon, no?

Fools! Bullets can't hurt Supes!

PlayStation 2



SMUGGLER'S RUN 2

HOSTILE TERRITORY

The ultimate off-road driving adventure returns to the PlayStation®2 computer entertainment system. Work for an elite band of smugglers delivering contraband, escaping the authorities and attacking rivals. Make the drop, hit the nitro boost and get across the border before all hell breaks loose!

Out Now

WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN2

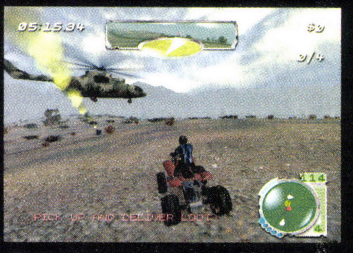
blueprint KMS

Soundtrack provided by
James Ruskin, 430 West Records and Kevin Saunderson

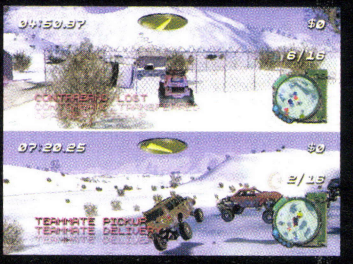
Deliver the goods through mine fields, avalanches and enemy crossfire!

Fully integrated plot increases the adrenaline and ups the stakes

Race anywhere across the world's most dangerous territories



All new mission types including helicopter drop offs!



Outrun and outwit your enemies head-to-head in split screen multiplayer mode!

TEEN T Violence
CONTENT RATED BY ESRB

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Angel STUDIOS

Kingdom Hearts

Square's new masterpiece arrives in Japan.

We've been excited about *Kingdom Hearts* since Square announced its development last year, so you can imagine how pumped we are now that we've got our hands on a Japanese copy. Import shops around the U.S. have stocked their shelves with the title to satisfy hardcore Square fans who own Japanese PS2s, so it is possible to start playing it now (If you're looking to pick up an early copy for yourself, be forewarned: There's a lot of Japanese text to wade through) We're only a few hours into it, but what we've seen thus far has blown us away. After solving some interesting puzzles, we bumped into Aeris from FFVII (yes!), engaged in a lot of Zelda-style battles, and helped save Alice in Wonderland from the evil Queen of Hearts. It's so cool!

Sora is swept away from his paradise island home to join forces with Goofy and Donald Duck in Disney World. Believe us, it's a lot cooler than it sounds.

Yup, that's exactly who you think it is—Aeris. The beloved character from Final Fantasy VII pops up right near the beginning of the game.

Goofy, Sora and Donald are always prepared for battle. The action sequences will remind you of Nintendo's Zelda games on the N64.

DRAGON'S LAIR

There once was a time when the animated antics of Dirk the Daring could only been seen as soon as the one guy in the arcade who could get past the first level decided to drop his 50 cents into the machine in order to put on a show. Yeah, that arcade guy was smug, what with the crowds of people forming to watch him play and all, but thankfully, those days are long gone. When Dirk makes his comeback at the end of the summer as of the new Dragon's Lair video game, you can show up that arcade guy (who's got to be collecting Social Security by now) by picking up these cool Dragon's Lair toys from Anjon. You can get Dirk, Daphne, Singe and the rest of the gang at specialty retailers everywhere.

BECAUSE WE CAN NEVER GET ENOUGH MONKEYS

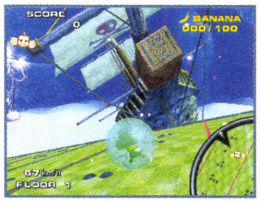
Super Monkey Ball 2

Those wacky monkeys just keep on rollin'

The surprise hit of the GameCube launch is getting a well-deserved sequel. *Super Monkey Ball 2* continues the fine tradition of taking monkeys, placing them inside clear spheres, and making them roll to collect bananas.

The game will be very similar to the original, but with 100 brand-new stages to fall off of. Of course, what made the first *SMB* so much fun was the crazy mini-games. *SMB2* not only features enhanced versions of all the classics (yea, Monkey Target!), but six brand-new mini-games, including Monkey Soccer.

Adding to the replay value is the new Story Mode, which will take us deeper into the bizarre Monkey World, and that can only be a good thing. Look for *Super Monkey Ball 2* this fall only on the GameCube.



Monkeys and pirates? Woo-hoo!

New mini-game: Monkey Soccer

Wild fruit, tamed.
Story at 11.

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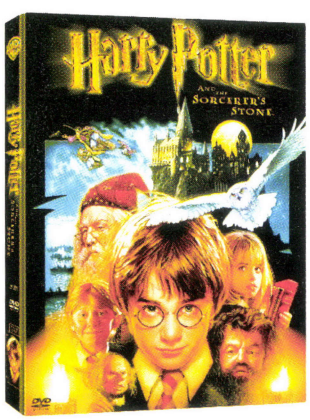
FAN FRENZY

All the Latest Gadgets, Gear and Gizmos

X-FILES SEASON 5 ON DVD

The X-Files. **Next to *The Simpsons*, we can't think of another television program that we'd rather see (and own) on DVD. Yeah, *The X-Files* Season Five DVD Collection runs a steep $150, but think of what you get with that: all of Season Five's 20 episodes, a 20-minute documentary, bonus interviews and a host of other features. Because X-Files creator Chris Carter announced that this year's Season Nine would be the last installment of X-Files episodes EVER, we recommend that you pick this up (along with Seasons 1-4) when it comes out on May 14th. View it. Savor it. Save it for posterity.**



HARRY POTTER DVD

PS2 and Xbox owners should be thanking their lucky stars that their video game consoles have the ability to play DVDs, because on May 28, *Harry Potter and the Sorcerer's Stone* is coming to DVD. For $26.99, you can take a virtual walking tour of Hogwarts, be sorted by the Sorting Hat, collect electronic Harry Potter trading cards, learn to play Quidditch, and more.

EverQuest OA

With EQOA, you can say good-bye to REM

You've all heard the stories about those *EverQuest* junkies who started off being normal, but then, as the vicious grip of the game ensares their lives, they proceed to lose jobs, friends, sleep and nearly every bodily function. While we have never succumbed to the temptress of PC-land *EverQuest*, it could be a whole different ball game on the PlayStation 2. Yep, *EverQuest Online Adventures* is the newest Sony satan-spawn, and it's determined to possess your soul.

"With the success of *EverQuest*, we think we have a strong title, but this is not a port," said Scott McDaniel, Vice President of Marketing for Sony Online Entertainment. "This is being built to take advantage of the PlayStation 2's interface, controls and architecture to maximize the user's enjoyment."

That experience is sure to be enhanced by the team's knowledge of the U.S. market and its three-plus years of online experience. With history on its side, SOE figures to make a splash.

"We've already been through four years of creating content for online communities," McDaniel said. "But this is really an entirely new experience for the console gamer."

EQOA is being billed as the first-ever "online only" game for the PS2, but it's real ambition lies in the game design. There are literally millions of possible character customizations, with facial features, hair, gender, nine races to choose from and more. Wanna create Shrek? Give it a go.

Once you're all created and stuff, it'll be time to explore the world of *EQOA*. McDaniel dynamic landscapes will be the hallmark of the persistent world, with everything from polar icecaps to murky swamps. You'll explore at least nine cities and eight different terrains set against a true 24-7 game clock. Watch the sky turn from daylight to dusk violet, to dark and so on. Sounds cool to us.

Perhaps the most impressive feat lies in the fact that SOE is promising no load times and 56K support.

"We've got the game up and running on test servers right now," McDaniel said. "We have no doubt that this will be a killer application for the PS2."

We'll have an update on *EQOA* in our next issue, as we're sure to get some hands-on time at E3.

RIP TRICKS. RACE HARD.

BMX TRICK RACER

Trick-racing arcade game for 1-4 players

GO BIG!

EVERYONE
E
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FAN MONTH

A Quick Look At What's Selling This Month

JUNE GAME RELEASES

BE ON THE LOOKOUT FOR THESE FINE GAMES!

GAME BOY ADVANCE

- Dragon Ball Z: Fighting Card Game
- Duke Nukem Advance
- Hey Arnold! The Movie
- Minority Report
- RoboCop
- Spirit: Stallion of Cimarron
- Spy Hunter
- Urban Yeti!
- Worms World Party

GAMECUBE

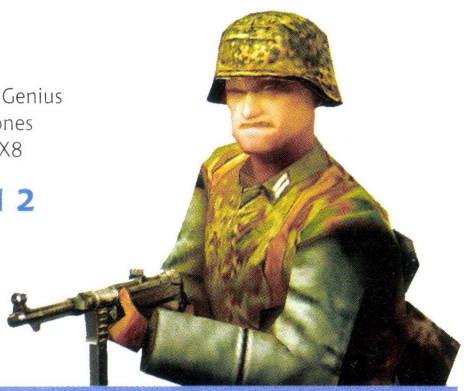
- Eternal Darkness
- Gravity Games Bike
- Jimmy Neutron Boy Genius
- Top Gun: Combat Zones
- WWF Wrestlemania X8

PLAYSTATION 2

- Fire Blade
- Freekstyle
- Gravity Games Bike: Street • Vert • Dirt
- The Lost
- Matt Hoffman's Pro BMX 2
- Medal of Honor Frontline
- MLB Slugfest
- MX Superfly
- Rayman Arena
- SOCOM: U.S. Navy Seals
- Way of the Samurai

XBOX

- Buffy the Vampire Slayer
- Commandos 2
- Outlaw Golf
- Wave Rally

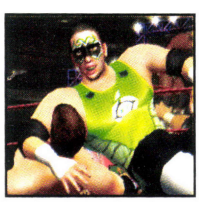


THE HOT 3 OF JUNE

Want to get your hands on every game out there, but just don't have the scratch? Each month *GameNOW* picks the top three titles coming out we think you simply must have. So go ahead, get the best, and get 'em while they're hot! Here's our favorites for June:

Urban Yeti! (GBA)

Medal of Honor (PS2)



WWF Wrestlemania (GBC)

U.S. TOP TEN

THE 10 BEST-SELLING GAMES OF FEBRUARY

1. **Grand Theft Auto III** (Rockstar/PS2)
2. **State of Emergency** (Rockstar/PS2)
3. **Super Mario Advance 2** (Nintendo/GBA)
4. **Sonic Advance** (THQ/GBA)
5. **Sonic Adventure 2 Battle** (Sega/GC)
6. **WWF Raw** (THQ/Xbox)
7. **Wreckless: The Yakuza Missions** (Activision/Xbox)
8. **Final Fantasy X** (Square/PS2)
9. **Max Payne** (Rockstar/PS2)
10. **NBA 2K2** (Sega/PS2)

READER TOP TEN

1. **Spider-Man** (Activision/Xbox, PS2, GC)
2. **Resident Evil** (Capcom/GC)
3. **Grand Theft Auto 3** (Rockstar/PS2)
4. **Final Fantasy X** (Square/PS2)
5. **Super Smash Bros. Melee** (Nintendo/GC)

EDITOR'S TOP TEN

WHAT THE GAMENOW STAFF IS PLAYING WHEN THEY SHOULD BE WORKING

Number 1	Number 2	Number 3	Number 4	Number 5
Resident Evil (Capcom/GC)	**Spider-Man** (Activision/ Xbox)	**Hot Shots Golf 3** (SCEA/PS2)	**Kingdom Hearts** (Square/PS2)	**Crazy Taxi 3** (Sega/Xbox)

Number 6	Number 7	Number 8	Number 9	Number 10
Jet Set Radio Future (Sega/Xbox)	**Maximo** (Capcom/PS2	**Onimusha 2** (Capcom/PS2)	**Medal of Honor Frontline** (EA/PS2)	**Arc the Lad Collection** (Working Designs/PS2)

JAPAN TOP TEN

JAPAN'S 10 BEST FROM 3/25 TO 3/31

1. **Super Robot Taisen Impact** (Banpresto/PS2)
2. **Kingdom Hearts** (Square/PS2)
3. **Tekken 4** (Namco/PS2)
4. **Fire Emblem: Fuuin no Ken** (Nintendo/GBA)
5. **Soccer Tsuku 2002** (Sega/PS2)
6. **One Piece Grand Battle! 2** (Bandai/PSone)
7. **Onimusha 2** (Capcom/PS2)
8. **Shining Soul** (Sega/GBA)
9. **Biohazard** (Capcom/GC)
10. **Sakura Taisen 4** (Sega/DC)

6. **Virtua Fighter 4** (Sega/PS2)
7. **Super Mario Advance 2** (Nintendo/GBA)
8. **Hot Shots Golf 3** (SCEA/PS2)
9. **Sonic Adventure 2 Battle** (Sega/GC)
10. **Sonic Advance** (THQ/GBA)

To enter the Reader's Top Ten send your info to this address:

game_now@ziffdavis.com

THE X-ECUTIONERS
FEATURING TOTAL ECLIPSE, ROB SWIFT, ROC RAIDA
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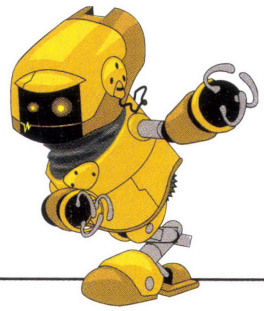
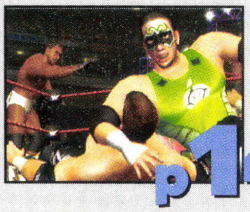
NEWS NOW

Announcements, Tidbits and Rumors



WHAT'S INSIDE!

FAN MONTH
Read this to take the guesswork out of your game-buying plans.



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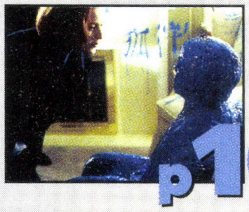
FAN FRENZY
Take a peek at the latest and greatest product news and gossip.



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GAMENOW WORLD
Who would have thought that one of the coolest anime movies ever would make a decent video pinball game?

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WEB NOW
Is playing classic video games on online emulators against the law?

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Pokémon GBA

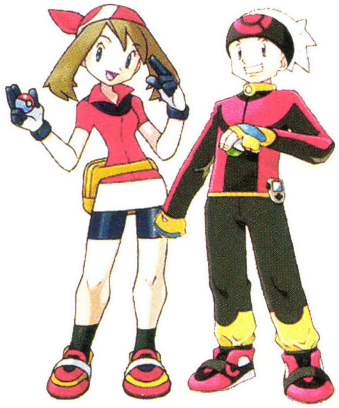
Catch 'em all—all over again!

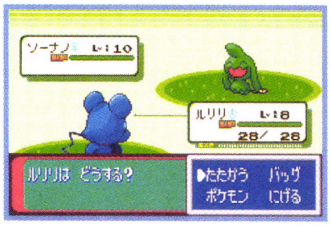
Nintendo has unveiled a couple more new Pokémon and a few actual screen shots from the upcoming Pokémon game for the Game Boy Advance.

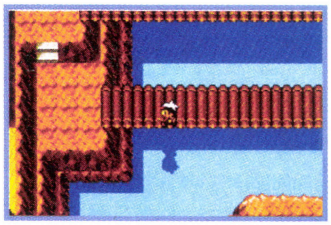
As you can tell from the pictures, Nintendo isn't straying too far from the original Pokémon formula—the game is still played from the standard top-down viewpoint, the battles are still viewed from behind your active Pokémon, and the graphics are relatively simple.

Still, everything looks a lot more colorful thanks to the GBA's extended color palette. There are also some subtle improvements like shadows, reflections and footprints left by your character that add a bit more realism to the adventure.

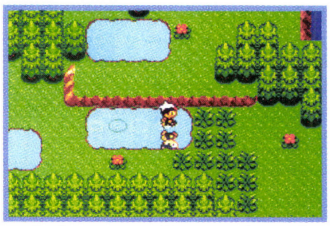
Battles in the new Pokémon will look a lot better than the older versions.







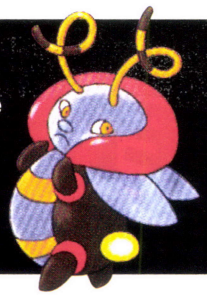
There's a lot more detail in the towns.



Check out your reflection in the pond.

More Pokémon Fun

The new Pokémon GBA game isn't even out yet, but we're already starting to hear more and more about the little Pocket Monsters. The fourth and fifth Pokémon movies (dealing with Celebi and Pokémon from the GBA version, respectively) have just been confirmed for release in America. Strangely enough, the films are being released by Miramax (a Disney-owned company) as opposed to Kids WB! (the offshoot of Warner Bros. that released the previous movies). There's also been rumors of a GameCube game called *Pichu Bros.: Party Panic*. We'll hopefully have more info on that title after E3.



Developed in England under superstar David Beckham's watchful eye, prepare yourself for the most complete soccer game ever created. Over 200 international and club teams compete for glory through multiple tournament and training modes, while spot-on commentary and advanced A.I. assure authenticity. Are you ready to step into his world?

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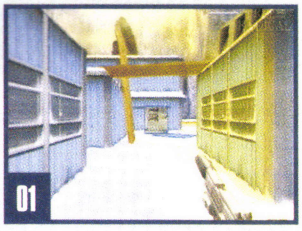
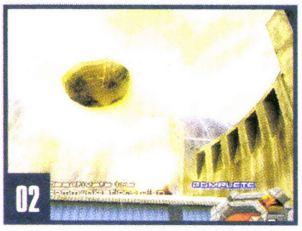
GAMENOW TAKES YOU THROUGH A TIMESPLLITTERS 2 SOLO LEVEL

We all loved the multiplayer portions of the original *TimeSplitters*, but the single player missions were lacking, to say the very least. Who wasn't disappointed that the highly touted ex-Rare team offered players up nothing more than elaborate games of fetch? This time around, Free Radical has put a lot more development time into the solo mode, and it shows—the mission we played instantly reminded us of the first stage in *GoldenEye*. To show you how much more a lone player can get out of this sequel, we've decided to blow out a full mission from beginning to end. Multiple objectives, more varied terrains, environmental obstacles, puzzles and boss fights make the one-player mode something to get really excited about.



You start the stage by creeping around the enemy's barracks.



When you've taken out all of the guards, blow up their satellite...

...And flip a switch inside the barracks. This will open the base door.

Enter the base. Careful—it's swarming with well-armed enemies.

Inside, you'll come across your first environmental obstacle...

...Get rid of the steam by finding three hidden pressure valves.

Keep out of sight as you try to flip another switch...

...Which will lead you into the most dangerous area of the base.

Snap up the card key from a room that's swarming with zombies.

The key will give you access to the artifact you've been hunting down.

Now it's time to escape. Zombies and guards don't make this easy...

...And neither does the Gunship boss at the end of the stage.

MULTIPLAYER MAYHEM

SO WHAT'S NEW?

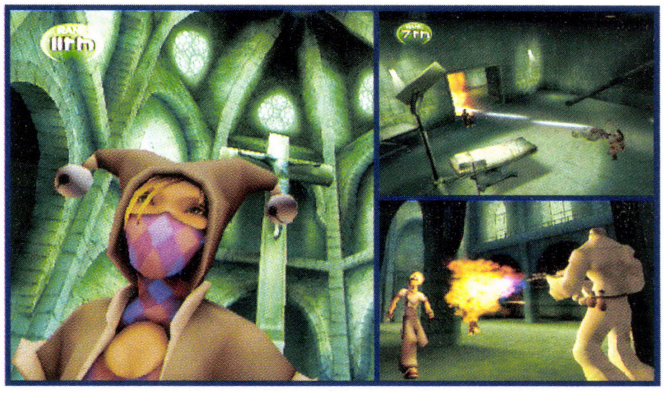
TimeSplitters' crazy deathmatch modes made it the must-have game for action fans at PlayStation 2's launch. *TImeSplitters 2* is set to offer more of the same, but it also gives players bigger stages, a larger character roster, new scenarios and the option to link systems.

LINK UP, BABY!

Xbox owners who fell in love with *Halo* and its system link feature will finally have a new title to bring to their parties, and PlayStation 2 owners will now have a reason to use their iLink cables. The GameCube won't have this feature, but no worries: The four player Split-screen Mode on all three platforms is as smooth as silk.

BLAZING FAST BROADBAND

The big question is whether the PS2 and Xbox versions of the game will be playable online. Free Radical will only smile and say, "No comment," which is definitely not the same as saying, "no," so all hope is not yet lost...



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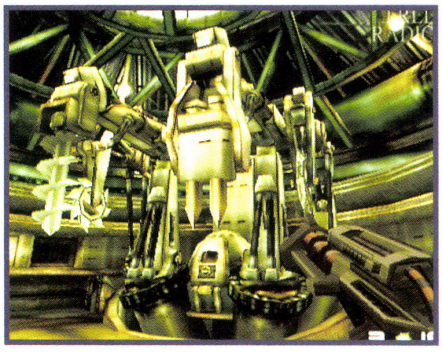
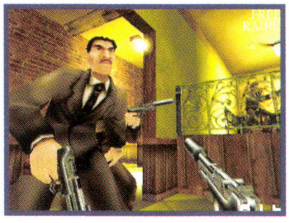
START WITH OUR LATE-BREAKING, EARTH-SHAKING LOOK AT WHAT'S NEXT





FOR YOUR EYES ONLY

The makers of GoldenEye *return to bring you the most exciting new shooter this side of* Halo. *This is the ultimate multi-system frag-fest—let your eyes feast.*

TIMESPLITTERS 2

A lot has happened since *TimeSplitters* was first released on the PlayStation 2: Two hot new systems have entered the video game wars, Bungie's *Halo* came from out of nowhere to set a new standard for first-person shooters, and both Sony and Microsoft have laid out ambitious online plans. In this bold new era of gaming, is Free Radical's time-hopping series as fresh and relevant as it was two years ago?

"...capable of giving any FPS out there a run for its money—including Halo."

In a word, yes.

TimeSplitters 2, which is set to release simultaneously on the PlayStation 2, the Xbox and the GameCube this September, looks to be capable of giving any FPS out there a run for its money—including *Halo*. Instead of simply adding new levels, the game's designers have given the franchise a complete overhaul. They started by fixing up the first game's one serious weak spot: the one player game. Everything we've seen so far indicates that *TS2* is using *GoldenEye 007* as a template for its one-player missions. This is appropriate, since many of the people responsible for Rare's classic Nintendo 64 cartridge are on the *TimeSplitters* development team.

The multiplayer action from the first game is back with some hot new modifications as well. In addition to now being able to link your systems together for deathmatches, strong rumor has it that the PS2 version will be enabled for online play. Naturally, this addition would make sense on the Xbox version as well. Keep your fingers crossed!

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EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING
The Extreme Of The Ratings. Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

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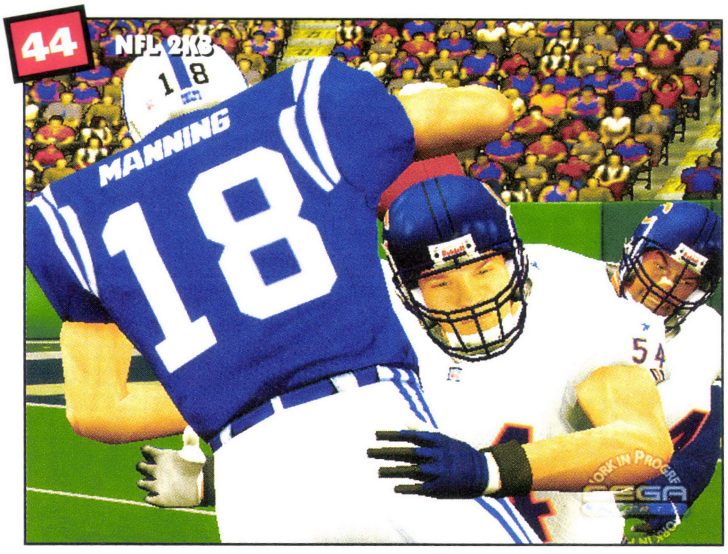
E3 AND R.E. ENOUGH EXCITEMENT

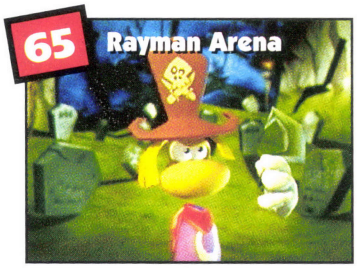
The Electronic Entertainment Expo. E3. It's the whole enchilada, the big kahuna, the grand salami and all that. What is it? Well, it's our equivalent to the Auto Show you see in major cities every year. Instead of cars, however, we're looking at games, or the near future of games. This year, E3 goes down on May 22-24 in beautiful (and by beautiful, I mean "not pretty at all") Los Angeles.

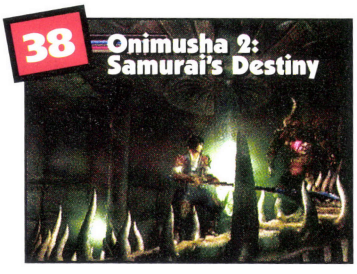
I usually try to shield you, the reader, from "the biz" side of the business, but I mention E3 here because it'll have a cool effect on the next few issues of *GameNOW*. We'll be able to show you, and tell you, things gamers have been dying to know. How does *Metroid Prime* look? What does *FFXI* play like online? What's the next big thing from MicroSoft? How many free dinners did the *GameNOW* staff eat while in L.A.? OK, maybe not that last one, but you get the idea.

In between now and then, enjoy the issue at hand. We're darn proud of the *Resident Evil* strategy featured here, as we have NO DOUBT that it's the best on the market.

- Dan Leahy
Editor in Chief







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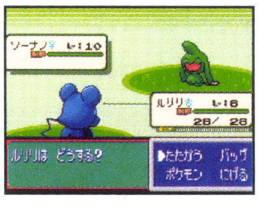

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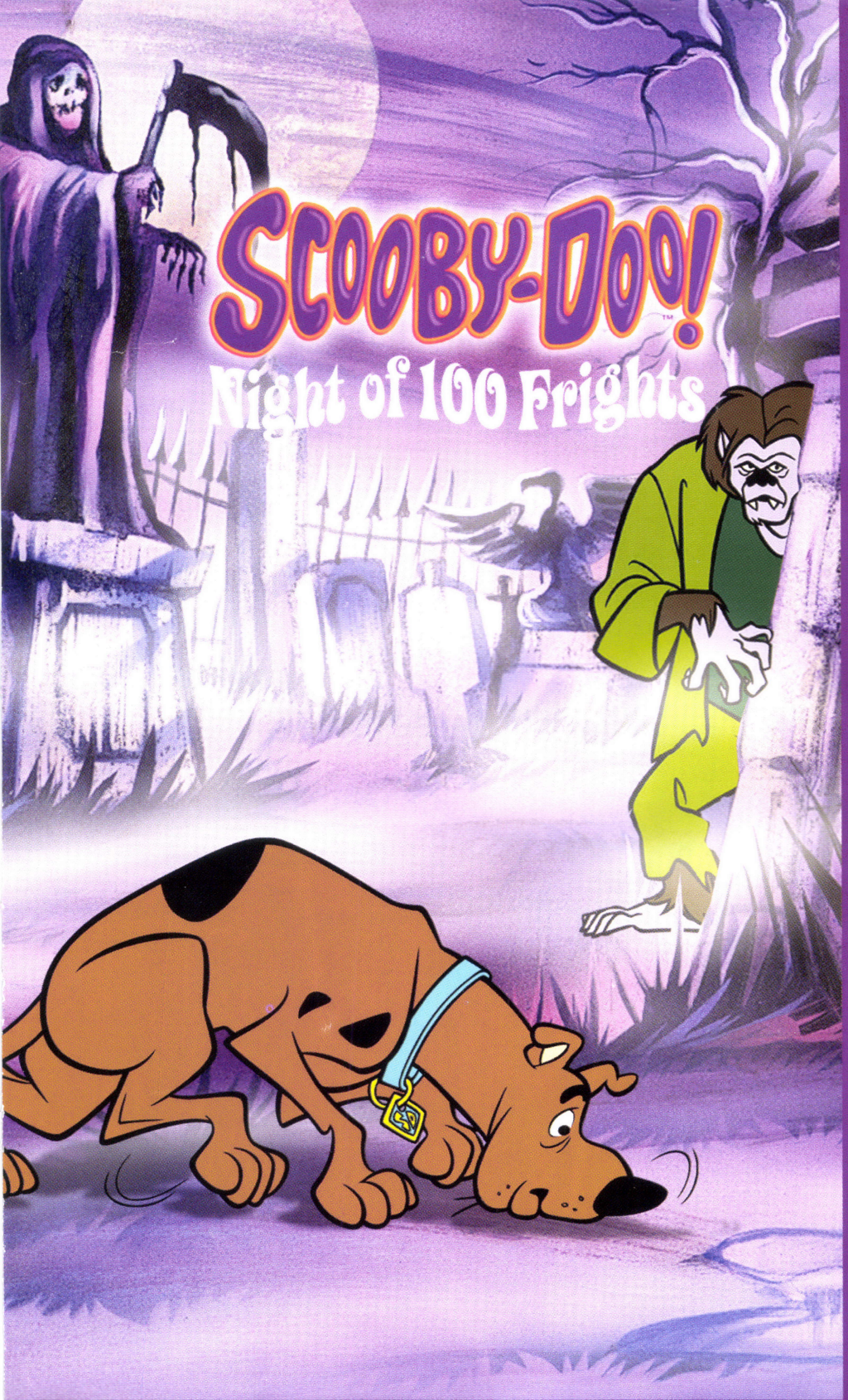
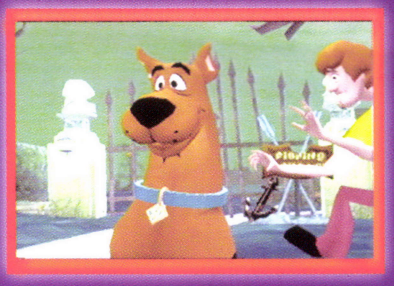


The gang is missing.

Help Scooby find them before he gets hungry.



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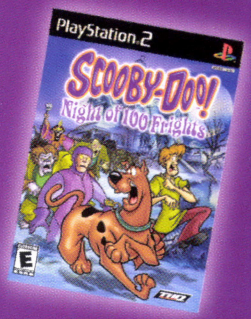

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